

THE **One**

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

AN EMAP IMAGES  
PUBLICATION

ISSUE 38 • NOVEMBER 1991

DM 15,-  
Lire 10,000

**£2.95**

# ST

# GAMES

**WIN!**  
Soup up your ST  
with a free RAM  
upgrade



**TAKING POLE  
POSITION?**  
Geoff Crammond's  
**GRAND PRIX**

**SUB STANDARD!**

**SILENT  
SERVICE II**  
surfaces on  
the ST



**GREAT SNEAK PREVIEW DISK**  
Fully playable demo and a  
complete 3D game

DISK THE ONE  
**4**  
PREVIEW

**NO DISK? SEE YOUR NEWSAGENT**

Audiogenic's  
**WORLD  
CLASS  
RUGBY**

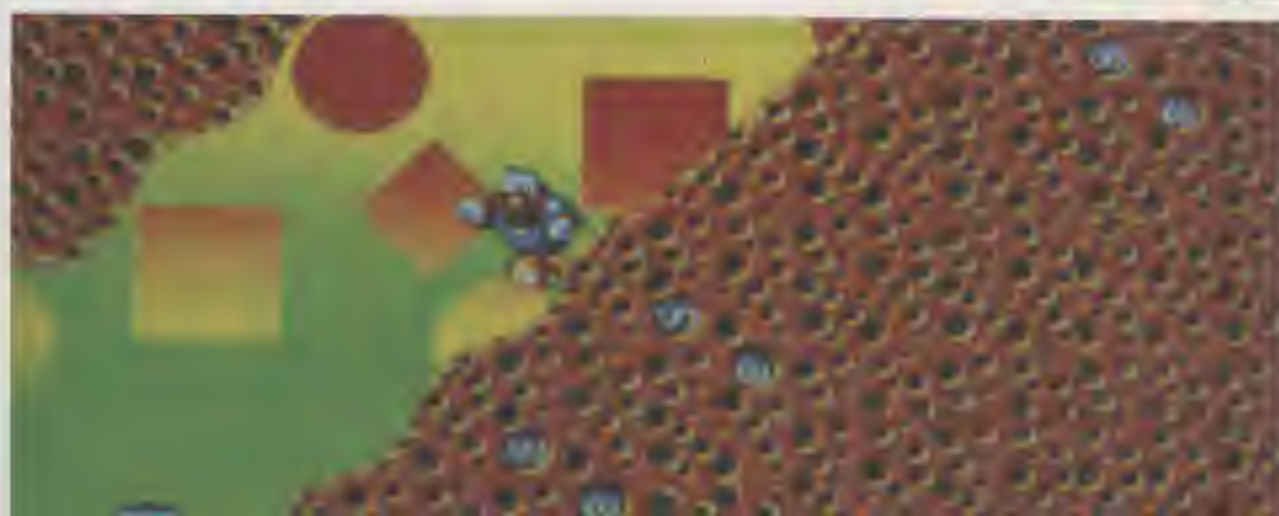
**SUPERNOVA**  
3D Construction Kit  
Winner



**HOGAN IS HERE!**  
Ocean's WWF Superstars  
Get Mean

## INSIDE THIS ISSUE:

- **BARBARIAN II** – Hegor Blimey!
- **HEAD OVER HEELS** – Complete Players Guide and Map
- **ROBOCOD** – The return of James Pond





# THE SIMPSONS™ BART VS. THE SPACE MUTANTS





# PLAY THE GAME MAN!



hello

fellow humans!  
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS  
ARE INVADING  
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out! So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUY THIS GAME!  
Thanks man.

CBM AMIGA  
ATARIST  
SPECTRUM  
COMMODORE  
AMSTRAD



**Acclaim**<sup>TM</sup>  
entertainment inc

**ocean**<sup>®</sup>

ACCLAIM<sup>TM</sup> AND MASTERS OF THE GAME<sup>TM</sup> ARE  
TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.  
THE SIMPSONS<sup>TM</sup> TM & © 1990 TWENTIETH CENTURY  
FOX FILM CORP. ALL RIGHTS RESERVED.

OCEAN SOFTWARE LIMITED  
6 CENTRAL STREET · MANCHESTER · M2 5NS  
TELEPHONE: 061 832 6633 · FAX: 061 834 0650



# One for ST GAMES

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 38 • NOVEMBER 1991 £2.95

WIN!

Win a free ST with a free book

TAKING POLE POSITION!

Good Grammar GRAND PRIZE

SUB STANDARD!

SILENT

SERVICE II

READY TO

ST

GREAT SNEAK PREVIEW DISK

Fully playable demo and a complete 3D game



NO DISK? SEE YOUR NEWSAGENT



HOGAN IS HERE!  
Ocean's WWF Superstars  
Get Mean

## INSIDE THIS ISSUE:

- BARBARIAN II - Hegor Blimey!
- HEAD OVER
- Players Guide
- ROBOCO
- James Pond

NOVEMBER 1991

(c) 1991, EMAP Images, Pilory Court, 30-32 Farringdon Lane, London EC1R 3AU

**EDITORIAL:** Editor Claran Brennan **Associate Editor** Laurence Scotford **Production Editor** Heather Turley **Art Editor** Gordon Barrick **Staff Writer** Paul Presley **Trainee Staff Writer** Jools Watsham **Contributors** John Cook, Geoff Fowler (illustration), Kati Hamza, Rik Haynes, Gordon Houghton, Brian Nesbitt, Lee Paddon, Mike Pattenden, Simon Poulter (additional design), Ian Watson (photography) **ADVERTISING:** Manager Cathy Oates, **Senior Sales Executive** James Cass **Production Assistant** Sarah Milne **ADMINISTRATION:** Publisher Mike Frey **Marketing Manager** Marc Swallow

The One for ST Games is produced via Apple Macintosh Desktop Publishing, using Quark Express v3.0 and Adobe Illustrator. Film output by Digital Typesetting, 20 Bowling Green Lane, London EC1R 0BD. Colour Origination by Balmoral Graphics, 190A New North Road, London N1. Printed by Southern Print, Upton Factory, Upton, Poole, Dorset. Distributed by BBC Frontline.

Telephone numbers: Editorial and Advertising 071 251 6222/071 608 2978 (fax). Subscriptions and Back Issues 0858 410 510/410 888 (Answerphone). Newstrade Queries (0733) 555161.

# CON

It seems that Atari has made up its mind - the ST is not a games machine! You and I know better of course - it's a superb games machine, but it's in a class of its own in many other respects as well. What is so great about owning an ST is that one minute you can be playing superb new games such as *Vroom* or *Silent Service II* (both reviewed in this issue), and the next you can be putting the finishing touches to a newsletter using a sophisticated DTP package such as *Calamus*. But just in case you have yet to discover the other side of the Atari ST, just leaf through our supplement. It's the first of a series of three guides that will tell you all you need to know about the ST's more serious aspects. So don't be fooled into thinking that the machine you've chosen isn't a games machine, just be satisfied that you own the most versatile 16-bit machine there is.

Laurence Scotford



**34** LEMME TELL YOU SOMETHING, Ocean's biggie for Chrimble features large, muscular men with silly names, beating each other up. No, it's not T2 but *Wrestlemania* and we take you ringside in our Work In Progress.

## 12 NEWS

A chance to take a sneak peak at everybody's pre-Christmas offerings, including an attempt to take *Dungeon Master's* crown, a football simulation that uses vectors, and the long awaited 16-bit version of *Myth* from System 3.

## 26 PROFILES

The second of our software industry portraits features king of the racing sims Geoff Crammond, Hal Barwood, project manager at Lucasfilm, and Dean Lester, head of Teque and PR manager of Krisalis.

## 30 LETTERS

Three pages of commensurate whining and whinging - and that's just our replies. The Sarge is his usual miserly self, while Speaker's Corner continues to reverberate to the moans of mail order users from Minehead to Malta.

## 34 WORK IN PROGRESS

World Wrestling is the latest phenomenon to grab mass attention - probably because it's the most violent





# TENTS

continues to reverberate to the moans of mail order users from Minehead to Malta.

## 34 WORK IN PROGRESS

World Wrestling is the latest phenomenon to grab mass attention – probably because it's one of the most violent televised sports around. We go a few rounds with Ocean's *Wrestlemania*. We also preview Random Access's conversion of *Double Dragon 3* for Storm.

## 42 LINK GAMES

There's no doubt that gaming's even better when it's against a friend – we offer a guide to the best link-ups available.

## 46 WIN A PHILIPS MONITOR

Lose those 'old TV blues' in this great *The One*/Philips competition.

## 48 VIRTUAL THEATRE



There's a graphic adventure revolution going on in Hull. *The One* ventured north to examine an impressive new gaming system, Virtual Theatre, and its first implementation, a fantasy entitled *Lure Of The Temptress*.

## 50 MY IDEAL COMPILATION

The Bitmap Brothers' Eric Matthews selects his all-time favourite slices of gaming software.



## 55 REVIEW

The seasonal deluge has begun – and it's raining platform games.

## 90 BUDGET

*Yolanda*, *Turrican*, *Power Drift* and *Ninja Warriors* – all for under a tenner.

## 92 WIN EXTRA MEMORY POWER

Your chance to expand the size of your machine by winning a 1/2 meg memory board.

## 94 ARCADES

John Cook reports back from the AMOA coin-op show in Las Vegas with a sneak preview of next

year's hottest machines.

## 99 DEMOS

We take our regular look at the PD scene. This month there's a bit of culture in the shape of some Mozart and some rip-roaring race action in the *Super Skoda Challenge* (some mishmayke shorely – Ed).

## 103 STRATEGY

Lee Paddon reports from the ECES Show on

forthcoming strategy releases.

## 106 TIPS

Ten pages of essential gaming tips including a players guide for Sensible Software's *Mega lo Mania*, some coaching for *Jimmy White's Whirlwind Snooker*, a rescue plan for players of *Thunderhawk*, and a huge map for *Head Over Heels*.



## GAMES FEATURED THIS ISSUE

<b>BARBARIAN II</b> Psygnosis	<b>81</b>	<b>HEAD OVER HEELS</b> Hit Squad	<b>118</b>	<b>PITFIGHTER</b> Domark	<b>78</b>
<b>THE BLUES BROTHERS</b> Titus	<b>86</b>	<b>HEIMDALL</b> Core Design	<b>76</b>	<b>RAILROAD TYCOON</b> MicroProse	<b>120</b>
<b>BOSTON BOMB CLUB</b> Silmarils	<b>63</b>	<b>HUDSON HAWK</b> Ocean	<b>70</b>	<b>ROBOCOD</b> Millennium	<b>74</b>
<b>DOUBLE DRAGON 3</b> Storm		<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> Virgin Games	<b>110</b>	<b>SUPER SPACE INVADERS</b> Domark	<b>84</b>
<b>FACE-OFF ICE HOCKEY</b> Krisalis	<b>67</b>	<b>LEANDER</b> Psygnosis	<b>60</b>	<b>THUNDERHAWK</b> Core Design	<b>114</b>
<b>GRAND PRIX</b> MicroProse	<b>56</b>	<b>MEGA lo MANIA</b> Image Works	<b>106</b>	<b>WRESTLEMANIA</b> Ocean	<b>34</b>



# PREA

*There can only be one ...  
Just make sure it's yours.*







*Love Thy Neighbour?  
Or Put Him To The Sword?  
The Choice is Yours.*

*For the first time, you can take  
COMPLETE control of your own destiny as  
you attempt to dominate an entire world.*

*The neighbouring Realms  
are growing in strength at your expense. Do  
you build lines of supply to barter with them?  
Or build armies to battle with them? Each  
Realm vies to be the ultimate power.*

*Created by the award-winning  
Graftgold development team, REALMS  
combines the intuitive playability of an arcade  
game with the depth of strategy usually  
only found in the most complex  
simulations.*



*There can only be one.  
Just make sure it's yours...*



*Your troops were victorious and  
report very few casualties.*

*The King is dead. Long live the King.  
And the King is you...*

*Endowed with the divine right  
to rule, you inherit your father's Realm on his  
death. But the fragile peace has been shattered  
and war rages between the Realms. Now  
your brief reign has become a fight  
for survival.*



*Enter the world of Realms and you could control:*

- ~Over 125,000 square mile of fractally-generated landscape*
  - ~128 armies, each a thousand strong and with definable battle formations*
  - ~Countless cities, their inhabitants lives and their money*
  - ~Six distinct humanoid races*
- The last word in arcade strategy.*



**A GRAFTGOLD production for VIRGIN GAMES**

**RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES**

**VIRGIN GAMES LTD 338A LADBROKE GROVE LONDON W10 5AH**





# SUPER

**T**HE 3D CONSTRUCTION KIT COMPETITION has now been judged with the help of Ian Andrew and his team at Incentive. The standard of entries was very high indeed and we had a tough time trying to decide, but in the end the CDTV went to Andrew Smith of Hindhead, Surrey for his entry about two feuding star systems, entitled *Supernova*.

Far away in a distant galaxy, the 1,000 year war between two neighbouring star systems has at last come to an end. The war started when the Maurians demanded the right to mine on the Cosmairian's star. The Cosmairians refused to concede to the demand because they realised that the star would die if it was mined. During the war the Maurians continued to mine their own star and caused it to become unstable. The Maurians were forced to flee to another star system and so the Cosmairians were finally left in peace.

But the Maurians left behind them a deadly legacy in the shape of a nuclear missile aimed at Cosmera, the Cosmairian's planet. It was built and housed by scientists on Maur's moon where the missile is now kept. Your task, being an expert in these matters, is to stop the missile from being launched and then return to Cosmera before the Maurians' star goes into supernova. You begin outside the scientists' base.

# WORLD CLASS

## Audiogenic

**W**ITH THE RUGBY WORLD CUP still fresh in people's minds, we give you the chance to scrum down with Audiogenic's hot simulation of the game. This demo lets you play a two-minute match for England against the French, so without more ado here's the instructions you need to stop the Gauls gutting you:

### Set Piece Kicks (kick-offs, conversions)

A moving crosshair will appear in the bottom left corner of the screen. Use this panel to control the power and direction of the kick. Press fire to get the required angle, then keep it pressed to determine the power. The higher the bar the more power you get.

### Free play

a) When your man is not in possession:

i) If the ball is free move your man over it to pick it up.

ii) To tackle an opponent run to him, then when you're in range press fire and push in the direction you want to dive and release the button. If you don't have control over the right player, a short stab of the fire button will select the closest player to the ball, while a longer press will select a player in the best position tactically.

b) When your man has possession you can run, pass and kick.

i) To pass: press fire, push the joystick in the direction you wish to move, release fire.

ii) To kick: when the rotating bar beneath the player is in the desired position press fire, push in a forward direction and release. The power of the kick depends on the length of time that you hold the fire button.

### To score a try

Press fire while in possession in the opponent's dead ball area. To ground it, do the same thing in your own.

### Rucking

If you're tackled and don't release the ball a ruck will develop. Waggle the joystick to make the pack exert pressure - coloured





# NOVA



## Controls (mouse)

Use the arrows at the bottom of the screen to move around (left button: small step, right button: big step)

Pressing the left button in the view screen will fire the current weapon.

Selecting the rucksack icon at the top left will take you to the inventory. A red triangle will appear for each object you have. Click on the triangles with the right mouse button to view the object. Clicking on the rucksack icon again takes you back to the game.

Selecting the disk icon gives you information on how to save/load games.

The number of bullets remaining is shown by the bar next to the gun

Clicking the right mouse button over an object will usually (though not in all cases) either examine, operate, or take it depending on which icon is highlighted at the top of the screen.



## HOW TO LOAD YOUR SNEAK PREVIEW COVER DISKS

1. Remove all unnecessary peripherals while your computer is switched off.
2. Insert the disk in the internal drive and switch on your computer.
3. When the selection menu appears press the key that corresponds to the demo you wish to play.

# RUGBY

arrows to the side show who's winning. When they flash you have direct control of the ball, pushing up or down will move it.

## Scrum

If you are putting in you can select a special move. Press fire to put the ball in

## Lineouts

Use the rotating player bar to throw the ball, press fire to make your men jump.

## KEYBOARD CONTROLS

P	Pause
R	Radar On/Off
E	Radar size/position
Esc	3D/2D
B	'Blimp' mode on/off



## WHAT TO DO IF YOUR DISK WON'T LOAD

1. Make sure that you have followed the steps above to the letter.
2. **DON'T PHONE OR WRITE TO US** - we can't help you.
3. Pop your faulty disk into a jiffy bag with a return SAE, and send it to: The One Disk Replacements, PC Wise, Unit 3, Merthyr Industrial Estate, Merthyr Tydfil, Mid Glamorgan, CF48 4DR, Cymru.

## VIRUSES!

These disks have been checked for all known viruses, however, The One for ST Games can accept no responsibility or liability for damage caused by the use of these disks or the programs they contain.



In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.

**NOW THEY'RE BACK ...  
WITH A VENGEANCE!!!**

Bigger, badder, brighter, bolder and better, Super Space Invaders sends the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-



Level after level of increasingly weird and hostile invaders



Amazing multi-way scrolling playfields



Huge end of level mega monsters



Secret hidden levels for only the best to find.

*It's the sequel with no equal!*



© Taito 1991

Programmed by The Kremlin

Artwork and Packaging © 1991 Domark Group Ltd.

Published by Domark Software Ltd

Ferry House

51-57 Lacy Road

London SW15 1PR

**TAITO™**

**DOMARK**

# SUPER SPACE INVADERS



# ORDER OF MAGNITUDE

TM



www.orderofmagnitude.com



# NEWS

## NOVEMBER 1991

start making your  
Christmas lists as we  
announce **SYSTEM 3'S**



seasonal  
line up  
... get

pedal power working  
for you with

Spectravideo's **FOOT**

**PEDAL CONTROLLER** ... and

get ready for the new

look **MASTERTRONIC** ... and

of course you'll find all

your other favourite

features like **CHARTS,**

**RECOMMENDED, WHAT THE**

**STARS ARE PLAYING**



## AND MUCH, MUCH MORE...

# HOW TO BE A TV STAR

ARE YOU A GREAT GAMES PLAYER? Do like the idea of becoming a TV celebrity? If the answer to both these questions is yes, then Channel 4's new *Gamesmaster* series is for you.

Hewland International, the creator of BBC TV's *Good Sport*, is about to begin filming a 10-part series dedicated to all aspects of computer, console and arcade games. The new magazine programme is scheduled at 6.30pm on Tuesdays, starting on December 31st.

The programme will feature competitive games playing, software and hardware previews

and reviews, software charts, news, hints, cheats and advice.

The Gamesmaster team is currently looking for at least 30 competitors. If you are a skilled games player interested in taking part then you should write to Hewland International, Gamesmaster Competition, 1 Indecon Court, Millharbour, London, E14 9TN, with the following details: game achievements (high scores, final messages and so on, with photographic evidence where possible), background details (age, occupation, contact phone number and address) and a recent photograph.

There is no age limit.

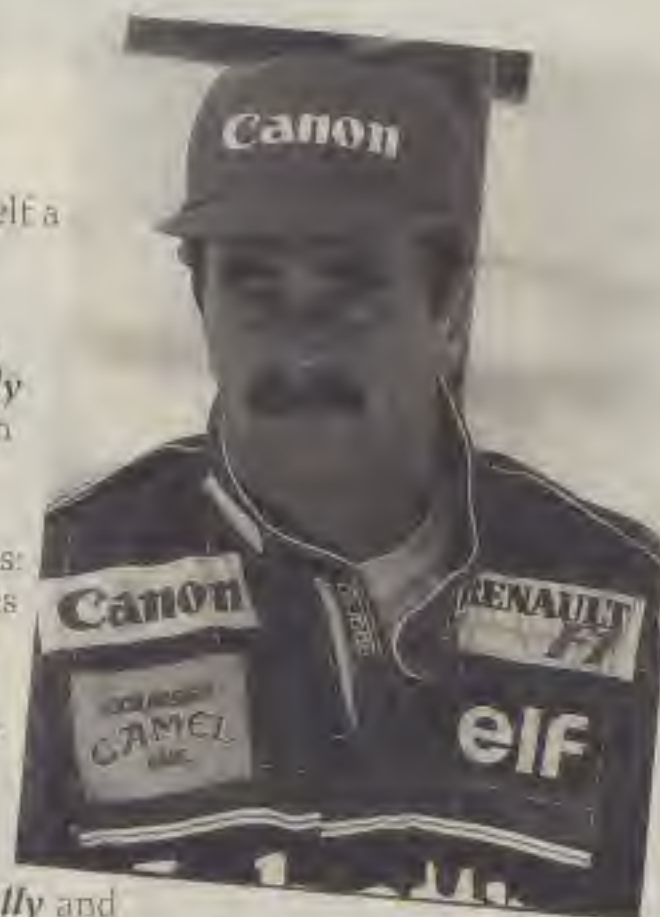
# GREMLIN RACES FOR MANSSELL

GREMLIN HAS SECURED the licence to market a game based on Nigel Mansell's Formula One career.

The Sheffield-based firm isn't yet certain exactly what form the game will take, other than that it will be a Formula One simulation. The company is hoping that, despite the upsets during this season, Mansell will rise to the occasion and take the World Championship in 1992.

Gremlin is rapidly building itself a reputation for licensed racing games and already has *Lotus Esprit Turbo Challenge*, *Team Suzuki*, *Toyota Celica GT Rally* and *Lotus Turbo Challenge 2* in the company garage.

Gremlin's driving games also feature in two new compilations: *Chart Attack Volume 1* includes *Lotus Esprit Turbo Challenge* in addition to *Ghouls 'N' Ghosts*, *James Pond* and *Venus The Fly Trap*, while *4 Wheel Drive* comprises *Lotus Esprit Turbo Challenge*, *Team Suzuki*, *Toyota Celica GT4 Rally* and *Combo Racer*. Both packs are available now for £29.99.







SONIC THE HEDGEHOG: a spiky problem for US Gold.

# SONIC ON STANDBY

CONTRARY TO WHAT YOU MAY HAVE HEARD ELSEWHERE, US Gold will not be publishing conversions of the popular Sega game *Sonic The Hedgehog*, at least not in the immediate future.

US Gold has been converting Sega titles to home computer formats for the past year and has usually automatically picked up the rights to convert Sega's most popular coin-ops and console titles. This should have meant US Gold acquiring the rights to convert *Sonic*, but the game has proved so popular on console (practically selling the MegaDrive on its own) that Sega has decided to withhold rights for the time being. US Gold anticipates that the rights will eventually be granted, but not, perhaps, until Sega has already published a sequel. Ironically, this move comes at a time when Nintendo, which has previously been notorious for the exclusivity of its titles, has begun to relax its policy on the granting of conversion rights.

## APPLE MAY GROW INTO GAMES MARKET

APPLE, THE COMPANY BEHIND the successful Macintosh range of computers has announced that it may launch a games machine.

The firm is considering producing a 'playstation' based on the Apple Macintosh technology and using Hypercard software to drive the games. The unit would be supplied with a CD drive, allowing large and impressive games to be produced.

**COSMIC OSMO** - a typical Macintosh/Hypercard game.

## JOOLS WATSHAM'S WHAT THE STARS ARE PLAYING

He may be young, but he has a huge phone book - and he knows how to use it...

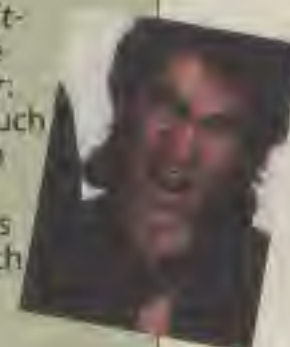
**PETER MOLYNEUX**  
(Bullfrog)

Now that Bullfrog is to publish on its own, Pete spends so much of his time in 'meetings' that he hardly ever gets to waggle his stick any more. However, he has had time to apply himself to *Lords Of Chaos*, which certainly gets the Bullfrog boffin's seal of approval (although he does find the three scenarios a bit limiting). *Armour Alley* on the PC he rates as "absolutely brilliant, even if it has got basic graphics." It seems that one thing to avoid is going for a post-pub trip to the local arcade with Pete and the boys - playing *G-Loc* isn't a good idea after a few pints, as one member of the team found to his cost. One arcade game which Pete enjoys sober though is *Quick Draw*. By the way, in the course of this short conversation, Pete revealed that he has a 'cutesie' game in the pipeline - *Flood 2* perhaps?



**PETER JEFFERIES**  
(Teque London)

Young Mr. Jefferies is fairly new to the scene, *Pit-fighter* being his first 16-bit effort. Strangely, he doesn't describe himself as an avid games player: he has only got to grips with a few old classics such as *Marble Madness* and *Tetris*. So what kept him interested during the development of the Domark coin-op conversion? Apparently, Peter is a karate fan, so programming sprites hitting each other is a labour of love.



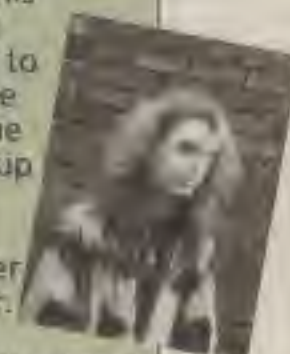
**SPECIAL FX**

*Rainbow Islands* is a current favourite with the team from Merseyside, but so far between them they've only managed to get to level four! Charles, one of the graphic artists, is a keen *Kick Off 2* player: perhaps he should battle it out with us here at *The One*! Everyone's favourite, *Lemmings*, has been getting its fair share of play time too - but this one the chaps have managed to finish. Another one that they haven't yet worked through is Lucasfilm's *The Secret Of Monkey Island*, but Keith the musical man has been getting lots of practice in. *Wing Commander* on the PC was a great favourite, until the team PC blew up! Oh well, they've still got *California Games* to play with and finally (gasp!) they've been dying to have a look at *Time Traveller*, the holographic coin-op which was featured in Issue 36's Arcades section.



**CHRIS SORRELL**  
(Millennium)

The computer world's answer to *Sonic The Hedgehog* is undoubtedly *RoboCod* (see the review later in this issue), and the man we have to thank for that is Chris Sorrell. Obviously, he has game-tested this to death, but he's also found time for games on the Super Famicom, including *Mario World* (which he completed) and *Actraiser*, which he found easy up until the last enemy. When all of that violence gets too much, good old *Sonic* makes an appearance, as does Mickey Mouse, but: "neither of them compare with *Mario World*." Before Mr. Sorrell started programming he was a graphic artist, but in his own words he has "always had the heart of a programmer" (whatever that is!).





# TOP 10 NOVEMBER 1991

- 1 NE JIMMY WHITE'S WHIRLWIND SNOOKER  
Virgin Games
- 2 NE THE NEW ZEALAND STORY  
Hit Squad
- 3 NE TV SPORTS FOOTBALL  
Mirror Image
- 4 NE SHADOW OF THE BEAST  
Sizzlers
- 5 ▲ FLIGHT OF THE INTRUDER  
Spectrum HoloByte
- 6 NE SUPERCARS  
GBH
- 7 NE NINJA RABBITS  
Micro Value
- 8 NE DRAGONNINJA  
Hit Squad
- 9 NE CABAL  
Hit Squad
- 10 NE PRO BOXING  
Code Masters

## 2 YEARS AGO

- 1 NE XENON II - MEGABLAST  
Image Works
- 2 NE TV SPORTS FOOTBALL  
Cinemaware
- 3 ▼ POPULOUS: THE PROMISED LANDS  
Electronic Arts
- 4 NE BLOODWYCH  
Image Works
- 5 ▼ FALCON: THE MISSION DISKS - VOLUME ONE  
Spectrum HoloByte
- 6 NE BLOOD MONEY  
Psygnosis
- 7 = BATTLETECH  
Infocom/Activision
- 8 NE PIRATES  
MicroProse
- 9 NE CALIFORNIA GAMES  
Epyx
- 10 ▼ THE NEW ZEALAND STORY  
Ocean

# ZOO TO RELEASE HUNGARY BEAST

ELECTRONIC ZOO has acquired the rights to a Hungarian game which it claims will rival *Dungeon Master* and other role-playing games of that type.

*Abandoned Places* has a *Dungeon Master*-style play screen, but with a smaller window for the 3D view. Many role-playing fans will welcome the on-screen map and the ability to access character details from the same screen.

Unlike most RPGs of this type, the levels in *Abandoned Places*

minutes of music and 40 levels, this looks like being one to watch out for. *Abandoned Places* will be available in the New Year for £29.99.

Electronic Zoo also has some more games on the boil. *Fireforce* has you playing a member of the Special United Forces and completing a selection of solo missions in enemy territory. Each mission has a different objective for which you can choose the appropriate weaponry from a huge arsenal, ranging from a knife through to M16 assault



rifles and rocket launchers. The multi-directional scrolling playing area contains a variety of terrains and will hold many surprises including armoured trucks, watchtowers and enemy soldiers. *Fireforce* will be available in December for £25.99.

*Cardiaxx* is being billed as the fastest ST shoot 'em up yet. This horizontally scrolling game is in the *R-Type* mould, but it sacrifices pretty graphics and parallaxed backgrounds for super-fast super-smooth scrolling. *Cardiaxx* is out now for £25.99.

Also due any day now is *Under Pressure* (which we reported on back in Issue 32 when it was known as *Rybok*). The central character in the game is a huge bipedal robot which, like all the elements, is drawn with huge sprites. This horizontally scrolling shoot 'em up cum puzzle game will be available for £25.99.

## PALACE IN DISAPPEARING SOFTWARE HOUSE SHOCK

EAGLE-EYED READERS may have noticed that there was a strange omission in our Software Map Of The UK printed in the October issue. London-based Palace Software, formerly resident in palatial splendour near to King's Cross, seemed to have disappeared into some sort of Bermuda Triangle.

Palace fans should calm themselves however: the company is still very much alive, having recently become part of the French group that includes Titus Software. Palace is now representing Titus in this country, as well as maintaining its own product line and that of another French company, Simarils. The latest game from Simarils is *Boston Bomb Club*, reviewed on page 78.

## BOTHAM IS FIRST CELEBRITY

CELEBRITY is a new software label, set up to specialise in character licences. The first two titles in the range will be based on the exploits of Ian Botham and the recently redundant Radio 1 DJ Mike Read. All of the games will be written by Spanish development team Gamart.



## WILL THE REAL FIRST SAMURAI PLEASE STAND UP?

NO WONDER Mev Dinc of development team Vivid Image made such a good job of *First Samurai*. Apparently his distant cousin Mevishi (pictured here with wife and concubine) is a real Samurai. At least that's what publisher Mirrorsoft would have us believe... who are you trying to kid? We'd recognise that hairy chest anywhere!



# Knightmare



*"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"*

*I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.*

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

**BROADSWORD**



MINDSCAPE

Knightmare is copyright Anglia Television and Broadsword Television.  
Game copyright 1991 Mindscape International Limited.  
Captive Copyright 1990, 1991 Mindscape International Limited, all rights reserved.  
Written by Tony Crowther



ANGLIA  
Television Limited

For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761



## VIRGIN LOSES MASTER

VIRGIN GAMES has dropped its Mastertronic label and relaunched its Budget range as Tronix. In addition to the name change Virgin's budget range is to have a price increase from £7.99 to £9.99 and a large proportion of the back catalogue is to be cut (however, games affected by this move could still become available through other publishers). The first release on the new label is to be *Double Dragon II*, which will be available in November.



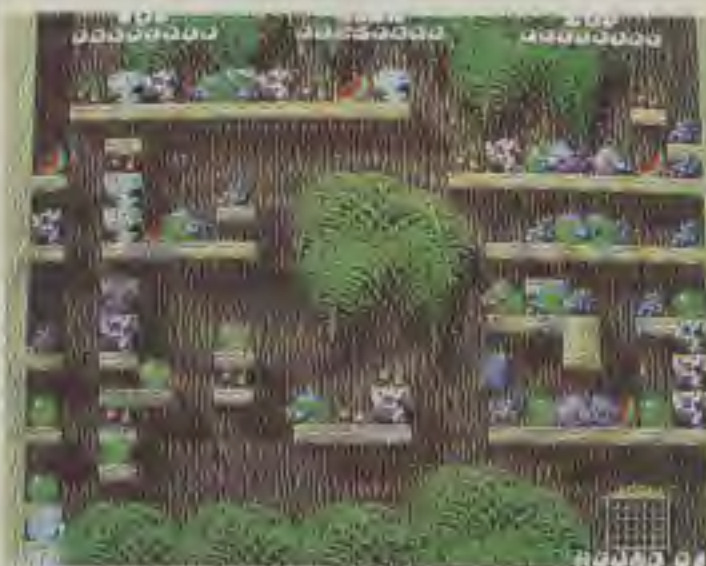
## PUT YOUR FOOT DOWN

SPECTRAVIDEO'S new games controller is only worth treading on. No, it's not that bad, it's the first Foot Pedal Controller. The new addition to the Quickjoy range features three foot switches in the same arrangement as the pedals in a car, making it ideal for controlling driving games. Each of these can be configured to act like any of the joystick directions or the fire button. The Foot Pedal Controller costs £24.99 and is available now.

# FOUR INTO 3

HAVING ALREADY established itself as a major force in the 8-bit market, System 3 is now concentrating its efforts on the 16-bit arena.

Formally the company maintained a release schedule of two or three products a year, but over the Christmas and New Year period it plans to release four major 16-bit products.



## FUZZBALL

System 3 has already proved that it can produce excellent cute platform games, such as *Flimbo's Quest*, so *Fuzzball* looks like being a competent and playable stocking filler, even if it's not the most original thing you've ever seen.

Guide your little ball of fluff around the screen by jumping from platform to platform, collecting the fruit bonuses and knocking off (literally), the enemy fluffies.

Yes, you have seen this sort of thing before, but it has some nice touches to recommend it. When you destroy enemies by firing at them they don't disappear but turn into small bouncing balls. You then have to knock them off the platform before they regrow into more aggressive types of enemy. *Fuzzball* is out now, priced £19.99.

## MYTH

*Myth* will probably be familiar to anyone who has upgraded from a C64 or a Spectrum, since the 8-bit incarnation is a particularly strong and popular product on both of those machines.

The original game was a multi-

section platform adventure set in various mythological periods. The hero, an acrobatic boy, has to defeat legendary monsters in each period before facing the ultimate evil, Dameron.

When the game was converted to popular console formats the main character was changed to fit the newly acquired *Conan The Barbarian* licence. And although the 16-bit version of *Myth* doesn't carry the Conan licence, System 3 has decided to keep a more squat and muscular central character rather than revert to the nine-stone weakling of the original.

While much of the plot and gameplay remains identical, the graphics, sounds and special effects have all been updated.

*Myth* will be available at the end of November for £25.99.

## TURBO CHARGE

One thing that we're certainly not short of is driving games, but System 3 promises that its driving opus will be different. Rather than opt for Formula One or an *OutRun* style transcontinental race, System 3 has decided to go for the *Chase HQ* approach.

An evil crime lord has got hold of the details of United Nations Third World arms caches: and plans to take control of them and hold the world to ransom. His henchmen are heading for the arms dumps and it's up to you to stop them.

*Turbo Charge* employs a new control system which gives you greater command of the car's movements and allows you to concentrate on the shooting and chasing action rather than just keeping the car on the road. The action is enhanced by the addition of static screens at relevant moments.

*Turbo Charge* will be released at the end of the year, priced £25.99.

## SILLY PUTTY

The chances are you won't have

seen anything as silly or as original as *Silly Putty* in a long time. The central character is (get this) a piece of putty: not just any old putty, but intelligent putty.

It seems that Puttyland is being threatened by an evil wizard and our hero (the bit of putty) must save the day by helping a crowd of stupid robots to build a tower



to Puttyland so that all the other putties can be liberated.

The game begins in Puttyland where our heroic putty must prove himself before the putty king. This involves getting through a series of test screens in which vegetables must be absorbed for pliability (stretch power), and babies (yes, babies) for bounce power.

Once he's proved himself, Putty must descend to the robot planet and begin his good work by protecting the robots when they shut down at night.

*Silly Putty* looks like being one of the most original, not too mention the silliest, releases of 1992, and will be available in February for £25.99. There may well be additional data disks released after this date.



CLOCKWISE from above left: *Fuzzball*, *Myth* and *Silly Putty*.



# MAGIC POCKETS

THE BITMAP BROTHERS



They've nicked his bike.  
They've whipped his helmet.  
This time they've gone too damn far...

**NO ONE MESSES WITH THE BITMAP KID**

*features:*

stacks of levels • heaps of weapons • swarms of intelligent nasties  
bonus games • secret rooms • loads and loads of power-ups



CT, Metropolitan Wharf, Wapping Wall, London E1 9SS  
© 1991 The Bitmap Brothers. Published by Renegade





## RECOMMENDED

Worried about the next game you're going to buy? This list of the best six software releases over the last three issues will settle your worries.

### MAGIC POCKETS

The Bitmaps' first cutesie game is a hit. The beautiful graphics and Betty Boo music are amazing - up to the usual Bitmap standard. Could even be the Bitmaps' best effort yet!

### ZONE WARRIOR

Earth's history is in jeopardy. Aliens have stolen a time machine and plan to change the course of history - it's time for Zone Warrior to save the world.

### JIMMY WHITE'S WHIRLWIND SNOOKER

Archer Maclean's snooker simulator takes the game further than anyone has done before.

### RAILROAD TYCOON

Those days of piecing together tracks and buying new signal boxes are over. MicroProse's Railroad Tycoon acts as your personal train set and it costs a lot less.

### LOTUS TURBO CHALLENGE 2

You've driven the Lotus Esprit in Gremlin's first car simulator. Now experience the ultimate ride across deserts and through snow, rain and fog.

### CRUISE FOR A CORPSE

Delphine's Cinematique 'micro movie' goes back to the 1920s for a date with murder on board a cruise liner, in true Agatha Christie style.

94%



92%



95%



91%



91%



92%



## NEW DIRECTION FOR THE ST

ATARI HAS DECIDED to push the ST away from the games market into an educational and productivity niche.

The Atari ST range of computers will now be marketed as 'real computers' rather than games machines while Atari concentrates on the Lynx handheld as its primary low-end games machine. Atari's thinking is that while the ST has attracted much interest and a vast software library as a games machine, it is in a unique position in the education and productivity market. To consolidate its new approach Atari has announced two new ST packs.

The Discovery Xtra pack is scheduled for release in time for Christmas. It includes a 520 STE, four games and three starter programs. The games, *Final Fight*, *Sim City*, *9 Lives* and *Escape From*



*The Planet Of The Robot Monsters* will all work with either the mouse or keyboard allowing Atari to remove the joystick from the package.

Additionally buyers of the pack will be able to order eight productivity packages at low prices.

The Family Curriculum Pack includes a 1040 STE but no games. The emphasis is on the computer as a family educational and productivity tool.

The new range of ST application software, on offer in the Discovery Xtra pack includes: *Entry Level Productivity* (ST Word word processor, ST Base database, and ST Calc spreadsheet) for £19.99, *Sound and Music* (*Music Maker Plus* and *Sampler Master Plus*) for £19.99, *Home Accounting* (*Personal Finance Manager Plus* and *Datafax*) for £19.99, *Basic Programming* (*Power Basic* for £19.99), *Word Processing* (*Calligrapher Lite*) for £24.99, *Database Management* (*Superbase Personal*) for £24.99, *Spreadsheet* (*Masterplan*) for £24.99 and *Programming Utilities* (*Werks*, *Saved*, *Fontkit Plus*, *Atari Archive*, *Desktop Calculator*, *Desktop Clock*, *ST Tree*) for £24.99.

The new change in marketing policy is unlikely to discourage software publishers from publishing games for the Atari ST.

## NEW MOUSE IS KIDS' STUFF

YOU MAY NOT think that your ST is meant for kids' stuff, but Hardware firm Logitech obviously does, as it has just launched a mouse intended for five to 11-year-olds.

The mouse retails at £49 and comes supplied with some educational software. Shaped like a real mouse, the buttons represent ears and the cable a tail, and it is smaller than the average mouse to make it comfortable for young hands.

## CALLING GOAL-DEN GOAL SCORERS

Following the cancellation of the ECES consumer show and the subsequent postponement of our national Kick Off 2 Championship, we at The One would like to get in touch with the following people: Dien Tran, Scot Symonds and Peter Halloran. If you're out there guys, please get in touch.

## PIRATES BEWARE

THE USE OF copying devices for piracy could be at an end if Ocean has its way. The company has challenged the manufacturers of back-up and copying devices to provide software publishers with technical specifications for their devices. If Ocean gets its way, the back-up and copy unit manufacturers would supply enough detail to allow Ocean and other publishers to place protection against the devices within their programs. The request follows an earlier unsuccessful attempt to ban advertisements for the devices. At present it seems unlikely that the manufacturers in question will comply with Ocean's requests.



Shy.  
Sensitive.  
Law-abiding.  
Polite.  
Respectful.



# BRUCE WILLIS HUDSON HAWK

*...I don't think so.*

Now...  
steal in on the game.



© 1991 TRI-STAR PICTURES, INC.  
ALL RIGHTS RESERVED



# WRITE ON

HERE'S THE FIRST of an occasional look at reading matter for games players. This month, Laurence Scotford looks at two books for train-spotters and a guide to world conquest.

## The Official Guide To Sid Meier's Railroad Tycoon

By Russell Sipe, published by Compute Books in conjunction with MicroProse. 196pp.

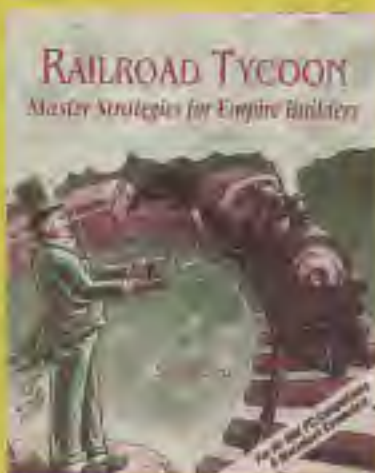
This is the only official guide to *Railroad Tycoon*, containing a foreword by the game's creator Sid Meier and interviews with Meier and co-designer Bruce Shelley. Author Russell Sipe is not only an expert at *Railroad Tycoon*, but also a train buff, so this volume is dotted with fascinating historical snippets. The book talks the player through everything from the initial survey of land to building and running reconstructions of some of the world's most famous lines; and the formula used in the game have been panelled off, making them easy to pick out. Well illustrated with monochrome game shots, this is an entertaining and useful read which will appeal to all *Railroad Tycoon* addicts.



## Railroad Tycoon - Master Strategies For Empire Builders

By Shay Addams. Published by Osborne McGraw-Hill. 262 pp.

Shay Addams will be a familiar name to readers of the *Quest For Clues* series of hint books, which were characterised by a clear, no-nonsense, detailed style; this book has been constructed in a similar way. Although this volume lacks the historical perspective of the official guide, it does go into a bit more detail and it is slightly easier to find the bits you want, especially as 'hot tips' are indicated by a special icon.



## Powermonger - Strategic and Tactical Guide

By Bullfrog. Published by Electronic Arts in association with Bullfrog. £7.50 from most computer games retailers or direct from Electronic Arts, Tel: (0753) 549442.

This slim tome is the diary of one Ptarmigan Burlinoo, aka the Bullfrog development team, and it details the complete conquest of the *Powermonger* world, starting from the construction of the first tower through to the battle for the last unconquered town. Written in its witty 'olde worlde' style, this makes an entertaining and relatively painless read. You do have to read the whole thing properly to glean the tips on offer, but it's well worth the effort.



We're giving 25 of our readers a chance to get a copy of the official *Railroad Tycoon* guide. Just send the answer to this question on the back of a postcard together with your name and address to **Steaming, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU** by November 28th 1991.

Which of these is not a famous railway engine?

a) The Rocket b) The Flying Scotsman c) Bluebird

# HEAPS OF GOLD

US GOLD PLANS TO dramatically cut the number of coin-op conversions it publishes from the New Year.

The company has had a flourishing relationship with both CapCom and Sega in the past and has converted most of the major coin-op releases from those companies to 16-bit computer formats. However, the recent growth of the console market, in which coin-op conversions are strong sellers, has caused a decline in the sales of 16-bit conversions, making many of them financially unviable. US Gold does promise, however, that really big coin-ops from the two companies will still be converted.

Meanwhile, fans of US Gold's conversions can complete their collections with two new compilations, *Super Sega* and *CapCom Collection*. *Super Sega* includes *E-Swat*, *Golden Axe*, *Super Monaco GP*, *Shinobi* and *Crackdown*, while the *CapCom Collection* features *Strider*, *Strider II*, *UN Squadron*, *Ghouls 'N' Ghosts*, *Dynasty Wars*, *LED Storm*, *Last Duel* and *Forgotten Worlds*.

Two other compilations for USG fans are *Max Pack* with *Nightshift* (right), *SWIV*, *Saint Dragon* and *Turrican II* and *Super Sim Pack*, containing *Airborne Ranger*, *Italy 1990*, *Crazy Cars II* and *3D Tennis*. All four compilations are out now, priced £27.99.



*Golden Axe*: just one of the Sega conversions included in USG's forthcoming compilations.



# SWEET DREAMS

THE HIT ITV CHILDREN'S PROGRAMME *Knightmare*, also a forthcoming adventure game, now has its own **Adventurers Club**.

The club is intended for anybody who enjoys the television programme, books, or computer game and wants to know more about the series. You receive a membership pack and a series of newsletters, together with competitions and special offers. To subscribe, send a cheque or postal order for £5.95 with a large self-addressed envelope and stamps to the value of 32p to **Knightmare Adventurers Club, P.O. Box 405, Norwich, NR14 7DE**.



# SOUNESS SIGNS UP

THE LATEST SOCCER STAR to be signed up for a computer game is Liverpool's one-time hatchet man and current sideline screamer, Graeme Souness.

*Graeme Souness's Vector Soccer* is soon to be published by Zeppelin Games on its Impulse label. As the title implies, the new game employs vector graphics rather than sprites: these are used for everything from the players to the goalposts.

The game plays in a similar fashion to *Kick Off*, with two players playing each other or one against the computer. The player in the most advantageous position relative to the ball is player-controlled,



NO, IT'S NOT *Kick Off 3D*, but Graeme Souness's *Vector Soccer*.

while the others move themselves into good positions for passes and support. Matches can last from two to 45 minutes.

Finally, there are plenty of individual features such as crowd barriers, stadium, and corner flags which can be switched on or off as required. Graeme Souness's *Vector Soccer* will be available soon for £24.99.

## THE VERY LAST NINJA

SYSTEM 3, the creator of the popular *Last Ninja* games, has announced that *Last Ninja 3* will be the very last one.

The company feels it has taken the theme as far as it can possibly go with *Last Ninja 3*, which it feels is the best of the bunch. *Last Ninja* was originally an 8-bit product, and *Last Ninja 2* also led on 8-bit machines. The 16-bit conversion was put together by Activision rather than System 3 and was almost unplayable. System 3 redressed the



balance with *Ninja Remix*, and now it is hoping to impress again, and sadly for the last time with *Last Ninja 3*.

LAST NINJA 3: absolutely the last one.

THAT  
WAS  
THEN

NOVEMBER

WHAT AN ISSUE THIS WAS. It started off nicely with a swish black cover featuring *Chase HQ* and *Future Wars*, as well as our exclusive *Populous* levels disk - and it got steadily better.

In fact it turned out to be something of a 'Whatever happened to...?' issue. We brought you news of Herman Serrano's wacky graphics extravaganza, *Atomic Lunch*. Where is it now? Then we told you about *Randolph The Robot* and its revolutionary two-button joystick. What happened to that little gem? Then EMAP announced that it was taking over the annual September consumer show, that had previously been the PCW Show. And today? It's a trade only event.

Finally, in our now defunct Show Case feature we brought you early screenshots of a new game from the creators of *The Kristal* called *The Flaming Carrot: Armed and Ludicrous*, which may as well have been called *The Flaming Carrot: Armed and Unavailable*, since it never made it to the shops! It must be said though, that the second game that we featured from the team, *Tempus*, eventually made it as *Psygnosis' Obitus*.

While we're talking of things defunct, the original *Grandslam* was showing off its very last line-up, which included *Saint And Greavsie* and *Space Harrier II*.

Not everything in the issue was destined for doom and gloom though. The new lads and lasses at DMS came on the scene with the multi-vehicle *Driving Force*, and have since impressed us with *Shockwave* and *Escape From Colditz*.

Also new and selling like hot-cakes was Reflections' *Shadow Of The Beast*, a game which established graphics and sound, rather than playability, as the major selling point for 16-bit games.

Fortunately, *Tower Of Babel* had just appeared from Rainbird and restored our faith in original games. Unfortunately (for us 16-bit gamers that is) the author, Pete Cooke, has since decided to apply his talents to the wonderful world of console development.

Mirrorsoft was undoubtedly rapturous that the Bitmap Brothers' *Xenon II* had burst straight into the number one position on our charts. Meanwhile Bros had just announced their next opus, *Cadaver*, which was - shock, horror - not an arcade game, but an adventure game.

Another adventure game, *Future Wars*, clocked up 90 per cent in our review section, and was the top scorer amongst an impressive list including *Batman*, *Interphase*, *Power Drift*, and *Pro Tennis Tour*.

We rounded off this great issue with a rather silly Best Programmer Ever Cup, in which we were undemocratically helped by Sensible Software to select the best programmer from an awesome line-up of individuals like Archer Maclean, Andrew Braybrook, Geoff Crammond, and Dino Dini. And who was the winner? Well, this was a two-part feature, so you'll just have to wait till next month to find out, won't you?

• Laurence Scotford





## CRITTERCAL COMPETITION



A BORING MACINTOSH is instantly transformed into a grinning green dragon.

HAVE YOU EVER FELT that your computer needs a little help with its personality? Then Critters could be for you.

Critters are cute furry things that attach themselves to your monitor or television set, giving your computer instant personality. There are four Critters available: the brown teddy bear, the green dragon, the pink bunny rabbit and the British bulldog. Each comes as a set of four furry pieces which are attached to the sides of a monitor or television with velcro. You can get your very own Critter by mail order for just £24.99 plus £2 postage and packing from Crittercal Computers Ltd, PO Box 300A, Surbiton, Surrey, KT6 5YA. One lucky reader, however, will soon be able to grace their computer with a critter absolutely gratis by winning our Cuddly Critter Compo. All you have to do to win yourself a cute friend is send the answer to the following question on the back of a postcard with your name and address to **Cuddly Critters, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU**. Your postcard must arrive no later than 28th November 1991.

Which of these cuddly toys has not been a television star?

- (a) Big Ted
- (b) Dan The Donkey
- (c) Gordon The Gopher

## RIP MICRONET

AFTER NINE YEARS OF SERVICE, British Telecom has closed down Micronet, its Prestel based computer magazine.

Micronet was a popular electronic magazine, accessed by modem, which carried a wide range of features and reviews as well as downloadable software. The service has never been profitable though, and BT has decided that, rather than increase access charges, it is time to close Micronet down.

The 12,000 subscribers to the service will be consoled with free registration with CompuServe, a huge American network.



ONE OF THE MANY PAGES provided on the now defunct Micronet.

## MICROPROSE GOES CHEAP

SOME OF MICROPROSE'S older titles are to be re-released on US Gold's budget Kixx label.

Kixx is to publish at least 25 MicroProse titles over the next two years. This is the first time that any MicroProse games have been available at budget prices, so many of the games will be several years old. A price has not yet been fixed, but £9.99 seems likely.

The first release under the new deal will be Geoff Crammond's superb *Stunt Car Racer*.



STUNT CAR RACER makes a welcome return run on Kixx.

## LICENCE TO THRILL



DOMARK HAS RELEASED *The James Bond Collection*, a compilation of three of its games based on the films.

The three games included in the set are *The Spy Who Loved Me*, *Live And Let Die* and *Licence To Kill*, all of them employing the action-orientated multi-section format that has proved popular with fans of the series.

James Bond also makes an appearance in Domark's other compilation, *Super Heroes*, the line-up of which includes *The Spy Who Loved Me*, *Last Ninja 2*, *Indiana Jones And The Last Crusade* and *RoboCop*.



# ROBOCOP

TM

TM & © 1991 ORION PICTURES CORP. ALL RIGHTS RESERVED.



**BRINGS YOU A TOTALLY UNIQUE AND ORIGINAL MOVIE TIE-IN. IT IS A FAST 3D POLYGON GAME, FEATURING A CAR CHASE, ALLEYWAY SHOOT OUTS, CLOSE COMBAT WITH NINJA ROBOTS, JET-PACK FLYING MISSIONS AND MUCH MORE - ALL IN A STAGGERING 3-DIMENSIONAL ENVIRONMENT.**



# ocean<sup>®</sup>

**AMIGA  
ATARI ST  
IBM PC &  
COMPATIBLES**



# What will you cha



## MicroProse Golf

*So accurate it will improve your game!*

- The greens and fairways are brought to life by stunning 3-D technology viewed from numerous 'TV' camera positions.

- Change club, stance, foot position and swing to see accurately modelled results on any of six courses.



## Formula One Grand Prix

*Crashing gears, smoke, roaring engines and burning rubber.*

- Race on all 16 Grand Prix circuits for any of the current teams in an attempt to be Formula One champion.

- Study the track, fine tune your car, and strap on your seat belt for the most realistic racing simulation short of driving a real F1 car.



## F-15 Strike Eagle II

*Take control of the USAF's premier dogfighting and strike jet.*

- The fast flowing 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.

- Fast and furious excitement, hundreds of missions which differ each time you fly them and all the high-tech gadgetry of air-to-air combat will have you flying again and again.



# MicroProse Simulation Software - You



# nge into tonight?



## MicroProse Designer Software.

From a wardrobe brimming with classics it can be difficult to make a choice. You can slip into something different every night.

Produced to the highest quality with rigorous attention to detail, the MicroProse software collection gives you experience after experience, time after time.

Become a world class golfer, a Formula One champion, and a Top Gun pilot. Worlds of opportunity, adventure and excitement.

Get into MicroProse software tonight and bring your computer to life.

For details of your local dealer or a free brochure write to:  
MicroProse, Unit 1, Hampton Road Industrial Estate,  
Tetbury, Glos. GL8 8LD. Tel 0666 504326

**MICRO PROSE**<sup>TM</sup>  
SIMULATION • SOFTWARE

## u're not properly dressed without it.





*"We're about to start doing games where the human voice becomes an intimate part of what we do. That, I think, is the major thing we have to look forward to."*

# HAL BARWOOD

## *Project Leader for Lucasfilm*

WHILE ALL AND SUNDRY are trying to make it in movies, Hal Barwood is one of those rare people who has already made it in movies and is now moving out. With films like *The Sugarland Express*, *Warning Sign* and *Dragon Slayer* to his credit, what made writer and director Barwood want to work in the computer games industry?

"I've been interested in games ever since I was a little kid," he explains. "I've been designing games for my own amusement for a long time. It was only recently that the technology advanced enough to make it interesting professionally."

As Barwood himself says, both industries involve stories, visual design, sound and music. "We're starting to adopt the language of movies and incorporate it into the stuff that we do."

Despite the many similarities between making movies and making games, it is one of the major differences that really interests Barwood: "In a movie you sit back and watch and in a computer game you actively participate. That the player uses his own volition to drive the story forward is the principle difference between the two forms."

Barwood is under no illusions about the distance computer technology has to go before games become truly cinematic. His idea of the greatest breakthrough in games that has yet to come may surprise some people. "Movies underwent a revolution in the late 20s when sound replaced silent films. I think we are about to undergo the same revolution and we're about to start doing games where the human voice becomes an intimate part of what we do. That, I think, is the major thing we have to look forward to."

As games get closer to movies they also move further towards becoming true

mass entertainment, and like many other industry figures Barwood sees the CD as the way forward. "I think that little silver platter is the key. Here you have a medium which can store a massive amount of data that can be played on your home entertainment system more or less the way that you now experience CDs for audio purposes. But instead there will be interactive computer games on them. I think that the machinery which is now used to drive high-end computer games will be available in very inexpensive packages and take advantage of the new CD technology."

As the step towards cinematic styles of computer entertainment continues, Barwood's movie experience is going to be invaluable for Lucasfilm. "I think of myself primarily as a writer and it helps to know how to construct a story," he admits. "To know how to tackle a big project and see it through to completion. To know how to manage and motivate creative people. In addition, in the stories that we do, drama takes the form of puzzles and it helps to be able to look at puzzles from a dramatic action point of view."

Those skills are currently being applied to Lucasfilm's latest project, *Indiana Jones And The Fate Of Atlantis*. When it was announced that the Indiana Jones films would remain a

trilogy and no more would be made there were a lot of disappointed fans, including the team in Lucasfilm's games division. So Barwood was invited in to oversee the production of a fourth Indy adventure.

The team wanted this fourth quest to be something as colossal as the Ark of the Covenant and the Holy Grail, so the lost city of Atlantis was perfect. The project has had some creative input from George Lucas and Steven Spielberg; Spielberg in particular has moved the project towards a more science-fiction type scenario. With such a strong story and Barwood bringing his film talents to the game, it could well be the best Indy adventure to date.

**Laurence Scotford**

(Source Material: US Gold/Lucasfilm)



*The only hot air about Indy Four is in the balloon – could this be the best yet?*



"A game should be as accurate as possible. If people believe it is as realistic as possible, they'll find it more worthwhile to use."



# GEOFF CRAMMOND

## Games Designer and Programmer

FOR SOMEONE WHO HASN'T DONE MUCH, Geoff Crammond has certainly achieved an awful lot. The man who astounded racing enthusiasts in the early 80s with the highly realistic *Revs* was the same one who later astounded everyone else with the totally unique *Sentinel*. It seems that whatever Crammond turns his hand to is a success. Simulators certainly make up the biggest slice of his pie, his reasoning being that accuracy is very important to a good game. "If people believe it is as realistic as possible, they'll find it more worthwhile to use."

When his career in games programming started, it was on the then-popular BBC computer. Crammond was so impressed with the specification that he ordered one before it was officially launched. His first game was *Super Space Invaders*, which came about after dabbling with various *Pong* and *Space*

*Invaders* machines at local petrol stations. This was quickly followed by *Aviator* (again on the BBC), his first commercially successful simulator. "Right from the start I was interested in games," he recalls, "and had really wanted to do it as a hobby. But then came the home computer boom and it just turned into a job."

With *Stunt Car Racer* and his latest release, *Grand Prix* (reviewed in this issue) both being heralded on 16-Bit in much the same way that *Revs* was on 8-Bit, Crammond appears to have

gone full circle with the motor racing theme. But why start it in the first place? "I've always enjoyed Formula One and have followed it closely for some time. Actually, I would like to experience it first hand some day but it's probably a little too late for that."

Of his six games, *The Sentinel* was by far the most distinguished. One of the few true classics of 8-Bit gaming, it took players on a computer experience, as they moved cautiously around a three-dimensional landscape, avoiding the *Sentinel*'s withering gaze. "I just had the idea for it one day," he explains, "I had the idea for the principle of moving around a landscape without scanning or accessing limitations, put that together

with the idea for the game and there it was."

Despite the vastly differing range of 'original' games that have arrived since then, nothing has really reached the level of abstraction that *The Sentinel* achieved. "I don't know why that is. I've never really played any of the other games so I wouldn't like to say anything bad about them, but I don't know why they've never been as 'different' as *The Sentinel*."

Whatever the reason behind its unique style, no one can doubt the technical achievements Crammond made

with it. In fact, most of his projects have pushed the computer's limits in some way. "I like to think that I

have pushed each machine as far as it can go. Of course, you could go on forever, but you have to stop somewhere."

So with that in mind, what will his next project be? "There's nothing planned at all. I have a completely open mind about the future." An open mind that has so far led to *The Sentinel*, *Revs* and *Grand Prix*. An open mind that has so much to influence it (imagine playing *The Sentinel* in Virtual Reality). An open mind that probably won't stay that way for long.

Paul Presley

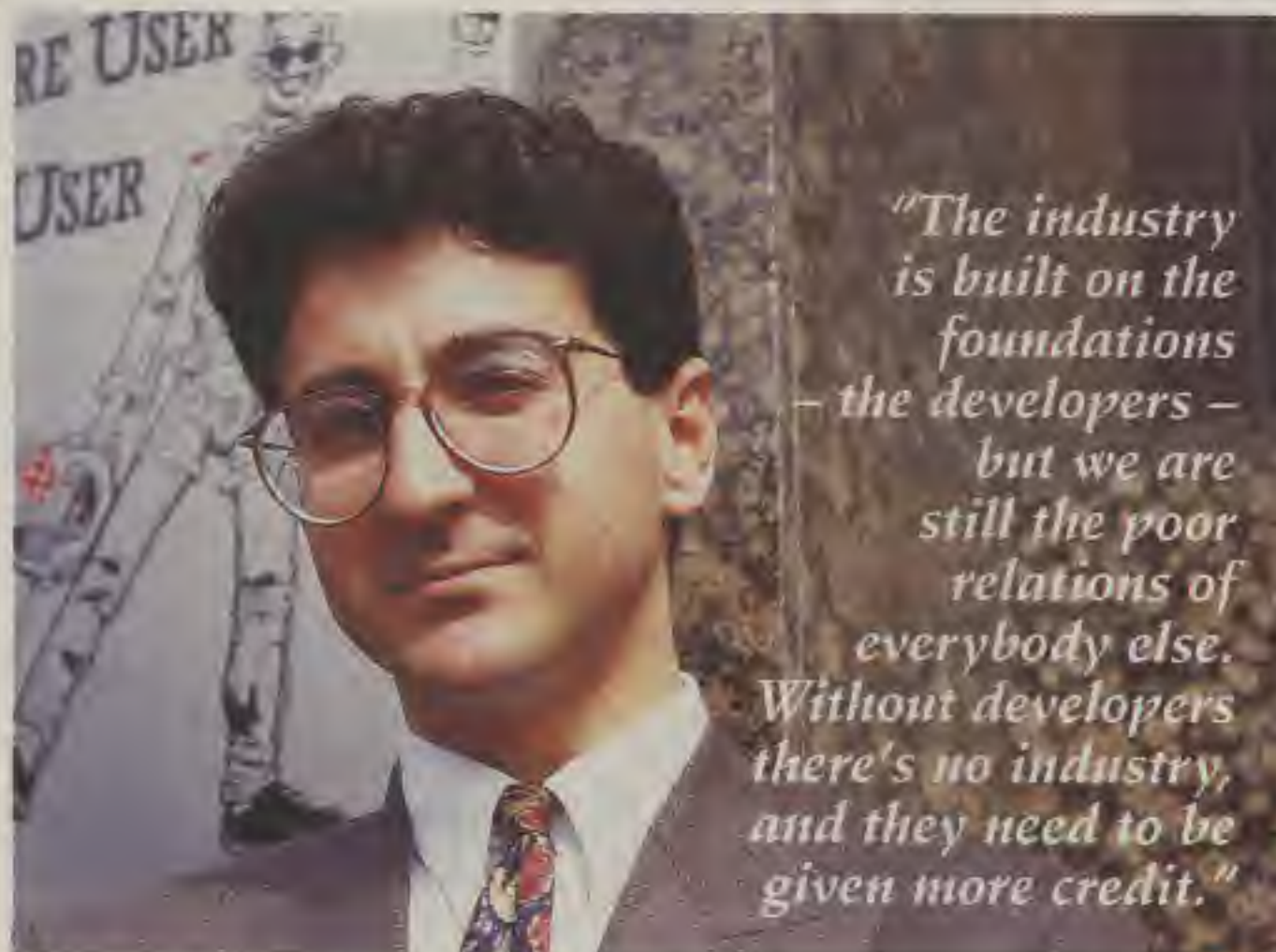
### SOFTOGRAPHY

- *Super Space Invaders*
- *Aviator*
- *Revs*
- *The Sentinel*
- *Stunt Car Racer*
- *Grand Prix*





Photo: Laurence Scotford



*"The industry is built on the foundations – the developers – but we are still the poor relations of everybody else. Without developers there's no industry, and they need to be given more credit."*

## DEAN LESTER

### Game Developer and PR Manager

HOW DOES A FORMER medical student become the managing director of games developer, Teque, and the PR manager for games publisher, Krisalis? However it's done, Dean Lester is keeping the secret to himself. All he will say is, "I left to pursue a more exciting career in software". Of course, Lester didn't just walk straight out of medical school and into such an elevated position. He initially worked for both Audiogenic and Mirrorsoft, at first in the rather unglamorous position of box shifter. But a man of Lester's calibre is not going to remain on the bottom rung of the ladder for long. He soon moved on to project management and hasn't looked back since. When Teque in Rotherham dropped its programming side and set up as publisher Krisalis, Lester stepped in and resurrected Teque as a London-based developer.

In the face of increasingly damaging piracy and the recession, Teque operates on a simple but sound philosophy: "We put quality first in the anticipation that people will be prepared to pay for it in the long run." Teque deliberately avoids going for 'wacky stuff', but concentrates on producing games that publishers can sell and end users want. The aim with each game is to take a proven formula and improve upon it.

One Teque game which exemplifies this philosophy is *Pit Fighter*. This has become one of Lester's favourite projects to date, simply because there were a lot of people who looked at the original coin-op and said it couldn't be converted, but the end result has proved them wrong. "The Zoom feature is the one that everyone talks about," says Lester, "and we weren't asked to implement it, but we managed to do it by cheating." Once the project looked like it was going to be good, Teque decided to spend longer than originally anticipated making sure that everything was perfect. "We proved that coin-ops can be converted into enjoyable and

playable games if they are approached intelligently."

While they were working on the conversion, Teque discovered that the original coin-op was called *Bloodsport*, and the ROM still contains lots of unused graphics, including digitised portraits of the development team. Teque also managed to correct some bugs which prevented the opponents in the games from executing certain moves.

The company's other recent project, *Shadowlands*, a role playing game for Domark, is another example of its philosophy at work. Teque has taken a standard formula and pushed it further than it has been pushed before. "My only regret," Lester exclaims, "is that because I designed it, I can't actually play the game myself."

Like many developers, Teque hopes to be more involved with consoles in the future and already has several projects in the pipeline. Quite naturally, it also wants to continue to be seen as strong at doing a good job on bread and butter projects such as coin-op conversions.

Lester has a machine himself, an ST which he's had for years, but not surprisingly he doesn't get a lot of time for playing games. "On the ST, *Dungeon Master* is without doubt the best thing I've ever played," he says. "The more you looked at it, the more perfect it became. With most games it works the other way round". On the whole Lester prefers strategy games like *Populous* to arcade games. Having said that, arcade games do get a look-in on his Game Boy, on which his favourites are *Super Mario Land*, *Golf* and *Tetris*.

So is everything sunshine and roses with Lester and Teque? Well almost, but there are still things about the industry that he doesn't like. "There is never enough time to do what you want. Projects always expand to fill the available time." That, unfortunately, is an insoluble problem, but the same can't be said for his other gripe. "The industry is built on the foundations – the developers – but we are still the poor relations of everybody else. Without developers there's no industry, and they need to be given more credit. This is where Domark, Krisalis, and Renegade are particularly strong. What they are doing is right. Of course, the sales and marketing side is also important, but they depend on us for their existence." Marketing men and publishers, ponder that if you will!

### SOFTOGRAPHY

*With Mirrorsoft, as Project Manager, and occasionally designer, Lester's games included:*

- *Interphase*
- *Gravity*
- *Speedball*
- *Falcon*

*With Teque:*

- *Badlands*
- *Revelation*
- *Pitfighter*
- *Shadowlands*

*There are currently three projects in progress.*

Laurence Scotford





TM

# THE COMPUTER GAME!

"Gameplay that's  
fit to bust."

Amiga Power

"Original and  
playable to last a life  
time. Don't miss it."

New Computer Express

Available on  
Atari ST, Amiga  
and C64 disk.

## KEEP YOUR EYE ON

## SPOT

Amiga screen shots shown.





Once again you've braved all sorts of adversity to put pen to paper, finger to keyboard, quill to papyrus and even blood to stone (there's at least one of you out there with a very sick sense of humour) all to make your views known to us folks here at The One for ST Games. It's heartening to know that you still care, but by our calculations there are still 4,136 of you who have never written us a letter - ever! Could you please put this situation right? By the way, you could even win a T-shirt for your troubles... so get on with it!

## PRIZE LETTER

### INDECENT HASTE?

Dear Sir,

Is it my imagination, or are current full price games appearing on budget labels a lot quicker than they used to?

The reason I ask this question is that I was very taken aback when I read in your last issue that Electronic Arts' brilliant arcade adventure *The Immortal* is now on the Star Performers label for only a tenner - less than three months after I paid more than £20 for it!

This is hardly fair on us poor games players - surely if a game is worth £20 or more in the first place it should still be worth that much a short time later.

My dad runs a video library and I know that in the video business there is a certain 'window' of time between when a film is sold to the rental shops (usually for more than £50 a go) and when it eventually appears in W.H. Smiths for a tenner or less.

Maybe the computer companies should get together and decide on the proper length of time that games should be out before they are put onto budget. As it is, I am starting to think twice now before buying any more full price games, just in case I can get them for half the price only a few weeks later.

**Colin Palmer,  
Croydon,  
Surrey**

*Absolutely Colin, it must be heartbreaking to see a game for sale for half of what you paid for it only a few weeks after you've parted with your hard-earned cash (in fairness to Electronic Arts though, there was a good deal more than three months between the original release of *The Immortal* and its budget appearance). The problem is actually even worse when you consider compilation packages as well as straightforward budget releases: in this case games can often appear as little as three months after their initial showing. The major software publishers do have an association (the European Leisure Software Publishers' Association, or ELSPA), so maybe they could get together and decide a common policy to solve this problem. We'll let you know if anything happens and, in the meantime, there's a T-shirt on its way to you for your troubles Colin.*

### GETTING IN THE PICTURE

Dear The One,  
Yours is generally a good magazine. However, in Issue 35, you featured a Work In Progress on *Indiana Jones And The Fate Of Atlantis*, while in the same issue you said that this game wasn't going to come out for the ST after all.

Also, on the front of Issue 36 you claimed that the *Deathbringer* demo had parallax scrolling. Well it didn't!

Also, whatever happened to the *Shadow Of The Beast 2* demo which you promised us?

**Chris Wright,  
Shrewsbury,  
Shropshire**

*If you check again you'll find that in the issue where we announced that Lucasfilm's adventure game of the *Indiana Jones And The Fate Of Atlantis* story wasn't coming out for the ST, we carried a Work In Progress feature on the action game of the same name which is being developed here in Britain. As for the *Deathbringer* demo, there's oodles of parallax - every single line of the backdrop scrolls individually. Look closely. Finally, on the subject of the *Shadow Of The Beast 2* demo - you'd be better off asking the powers that be at Psygnosis what happened to that particular item.*

### GETTING PISTE

Dear The One,  
I am an avid skiing fan and at the moment I am pining for the crisp, cold mountain slopes.

As there are no convenient snow-capped mountains in Surrey, I was wondering if you could tell me which is the best ski simulator around?

**Ben Provter,  
Epsom,  
Surrey**

*Good skiing simulations are pretty rare. The competition narrows down to Electronic Arts' *Ski Or Die* multi-game which offers snowboard, jumping and freestyle events as well as a downhill, or Codemasters' *Ski Simulator* which isn't entirely dissimilar. Going back in time a bit, Epyx also put together its *Winter Games* series which was another multi-event package with jumping, freestyle and cross country. In our view, though, someone has yet to write the definitive simulation. Having said that, Rainbird's *Midwinter* does have a remarkable skiing simulation as one of its sections.*

### SERVING SPACE

Dear The One,  
You recently printed a letter regarding a problem with *Pro Tennis Tour 2*. The letter said that when a tournament was won, the game crashed.

The solution to the problem is that when the result of a match comes up

on screen, instead of pressing the fire button you should press the space bar. Then it will work perfectly;

**James Stringer,  
Steyning,  
West Sussex**  
*Cheers James.*

### HOW MUCH?

Dear The One,  
Thank you for printing a plug for our new fanzine *Vamp*. I thought that I'd better write back to tell you how much it costs! The price will be £1, and please have orders in before the 20th of each month so that we can send them off about a week later.

**Neil Moir,  
Mayflower Cottage,  
Orphir,  
Orkney,  
Scotland KW17 2RE**

*A quid? A whole quid? Why, when I were a lad you could go t'pictures, have a fish supper, a ride home on t'bus and still have change out of a pound. By the way, if you're wondering what *Vamp* is, you'll have to look up September's letters section.*

### PRAISING YOUR PROFILE

Dear Sir,  
I just thought that I'd drop you a quick line to tell you how much I like your new 'Profiles' feature which began last month.

I am an avid movie fan and really enjoy the similar features which run in *Premiere* and *Empire* magazines, so it's really good to see similar information about the people who put computer games together. Keep this one running for ever please.

**Kevin Thomson,  
Stoke On Trent**

*Okay, okay, so we 'borrowed' the Profiles idea from a couple of other mags, but if an idea's good, why not? After all, other mags have been ripping The One for years! Anyhow, what do other readers think? Do you like them or not - and who would you like to see featured? Send your suggestions to 'Profile Particulars' at the usual address and we'll see what we can do.*



## BUT WHAT WAS IT DOING IN HER MOUTH?

Dear The One,  
Following up Phil Mulholland's comments about joysticks in your September issue, I would like to pay my own compliments to the Cruiser Joystick.

The Cruiser has passed every test, including my little sister's mouth, the 30ft drop out of my frustrated mum's window and the test of time - it's lasted nearly three years so far.

I would give this excellent joystick 100 per cent for reliability.

**Adam Froud,  
Sunningdale,  
Berkshire**

Well, for anyone looking for a joystick there's one choice, but here at The One, we would also recommend the Competition Pro which is very durable and has a nice feel (although the fire buttons tend to stick now and then).

## DON'T BE SILLY

Dear The One,  
Look, I'm really sorry, but you're going to have to stop putting cover disks on your magazine. I buy seven or eight computer mags a month and most of them have demo disks attached.

I'm drowning in the things, they're breeding, I'm sure of it. Every time I turn around there seem to be twice as many. They're filling every nook and cranny of the house, there are disks everywhere!

To top it all, I haven't seen my family in three days. Come to think of it, last time I saw them they were standing near that teetering mountain of cover disks. You don't think they've... oh dear!

**Darren Hitchings,  
Mildenhall,  
Suffolk**

Oh dear, they might have... Oh well, not to worry, you've got all of those cover disks to keep you happy. I think the real problem is that you buy too many magazines, if you stuck to just one magazine a month you wouldn't be swamped by duplicating disks. Just make

sure The One is the one that you stick to!

## AWAY, AWAY, AWAY, AWOO

Dear The One,  
Is Anco really planning a Kick Off 3 or is my friend having me on? Oh, and I was wondering if your brilliant mag could produce a special feature on Player Manager 2, pleasease?

**J.S. Duckworth,  
Bolton,  
Lancashire**

Didn't you read last month's issue? Kick Off 3 is for real. Steve Screech is working on it even as we speak (...write ...whatever). A Player Manager 2 feature? Well, maybe one day.

## BRIAN CLOUGH NEVER HAD IT SO HARD

Dear Sirs,  
I am only a normal person so I don't expect you to reply. I have written three letters to you and none have been answered (let alone published). If you don't answer this I'll... I'll... well, who cares what I will do.

I have been getting rather annoyed (if that's how you describe pulling your hair out and throwing your hi-fi out the window) about Player Manager - I keep getting the sack. This cannot be because I am not doing well because on most occasions I have been top of Division 2 (or thereabouts) and still in the Cup.

Recently though, I nearly ripped up The One because of my annoyance. This is how the league table looked in my second season. [Kevin then goes on to show how he is top of Division 2, 12 points clear] I was in both the Cups and after saving it, I beat Everton in the third round, 4-1. My managerial rating decreased from 31 per cent to 12 cent and I knew that I would have to win my next game to avoid getting the boot.

I did so, beating Chelsea 3-0, and went on, only to find that I was sacked. This was after winning Division 3 by eight points and beating Tottenham

# SPEAKER'S CORNER

Another month, another lengthy debate about mail order companies. Can any of these people be trusted? **John Joseph Mercieca** of Malta doesn't think so.

"Here in Malta it's almost impossible to find original software for sale. I have to rely on mail order firms to buy these games. Just over two years ago I sent for a few games from Softsellors. Four of them arrived but the others failed to arrive for over a year."

Perhaps the airline lost them. I once went to Switzerland while my baggage enjoyed a holiday in the Bahamas.

"I checked through the bank and found that the cheques I had sent had been cashed. Only after I read in a magazine that Softsellors had gone bankrupt did I know what had happened."

**Kevin Allen** of Liverpool has also had problems.

"A year or two ago I sent off a cheque to Worldwide Software for a substantial amount of money, ordering seven games. I chose Worldwide because I had seen their adverts running in yours (and other) mags for some time so I assumed they must be pretty trustworthy. I never heard a thing, despite constant letters and phone calls, until just recently your advertising staff informed me they had gone bust. I feel completely ripped off."

It seems that every time you turn around another mail order company enters the dust. Is anyone still making a profit? **Ian Caulfield** of Chorley seems to think so.

"Over the years I have used many mail order companies, but the one I would like to mention is Premier Data Order. I've had many dealings with this company and every time I've had it first class service. For instance, one program I bought was faulty so I contacted them to explain the problem and they said they would send a new disk. The following day I received it."

Meanwhile, back in Malta:

"I tried my luck again with Worldwide Software, this time using a credit card as payment. This time most of the games arrived after two or three weeks and my queries by fax were answered immediately and efficiently. One day, when I had ordered about six games, a letter arrived declaring that Worldwide had gone bankrupt. What I would like to ask is how can I know if a firm is about to go bankrupt?"

There isn't really a way of telling in advance, short of hiring a medium, but you seem to have hit upon a relatively safe way of ensuring your money isn't lost. On a lighter note, **Scott Machines** of Invergordon has an idea:

"Why oh why oh why..."

What do you think this is? **Praxis Of Views...**

"Don't companies put a game's end sequence onto a separate disk? This would leave space on the others to improve the main game and would ensure better end sequences."

Yeah! And you could have the intro sequence on another disk and the high-score table on another and... Seriously, it's not a bad idea but we'd probably end up like the IBM PC market with more disks than scum (King Commander 2 comes on 16 disks and takes over two hours of preparation time before you can actually play the game!).

Right, before we go is there anyone else? Oh, Malta again.

"Now I am ordering games from a company called Straight Plus Software who until now have been most efficient sending me updated and well printed catalogue every few months. I hope nothing goes wrong with them, otherwise I won't be able to trust any other mail order company again."

At this stage, mail order companies must be living in fear of receiving your order, you seem to be the kiss of death (just kidding)... Anyone else got anything to add?





## SERGEANT SOFTWARE

**Once again the heartless N.C.O. ignores your heartfelt pleas for assistance...**

### MANY UNHAPPY RETURNS

Dear Sarge,

This summer I had to send my computer away to be fixed as the sound quality wasn't good, luckily it was still under warranty or I would have had to save more money. They requested that I sent four or five games. So I sent these games: *Parza Kick Boxing*, *Viz The Computer Game*, *Super Cars 2*, *Kick Off 2* and *Kick Off - The Glory*.

When I got it back, I unpacked it only to find they hadn't sent the games back. These were my best games and cost a lot of money. Please, please could you replace them for me?

**Philip Keeley,  
Liverpool**

*Nice try mate, but it's plainly obvious that if this actually happened to anyone they would contact the people that they had sent their computer to and bugger them until they returned their games.*

### AN UNUSUALLY RUDE AUSTRALIAN

Dear Sarge,

There's no point stuffing around. If you don't send me some software, you nancy mongrel, I'll come over there and rip your arms off! It'd better be quick and it'd better be good because I'm getting bored with all the garbage over here.

And don't try to give me one of your poofy replies either because it'll only make me angrier! Thanks mate.

**Steve Foye,  
McMahos Point,  
Australia**

*Who are you talking mate, pal? Getting straight to the point isn't going to get you anywhere, not here anyway! In the past we may have given away some software to someone who was blunt, but copying the idea is a bit sad! All I can say to you is... any time pal, any time!*

### ODE OFF

Dear Sarge,

Yo Sarge, what's happening, man.

You know I'm a real computer fan.

I don't plead to you with pity or sorrow.

Nether do I wish to borrow.

I do not write to tell you my tragedy.

It's not the way it ought to be.

Begging and lying is not my game.

It's purely greed that is to blame.

But a bundle of games would not go amiss.

It would make my spare time truly bliss.

Though if you are in a rejectional mood.

I'll still consider you a pretty cool dude.

I hope that you enjoyed this rhyme.

And I thank you for your attention and your time.

**Jeremy Spinks,  
Folkestone,  
Kent**

*That's rap with a capital C.*

2-0 in the Cup Final, all in my first season. To top all of this, I was £187,000 in the black!

Could you please tell me if I have a faulty copy of *Player Manager* and if so, do you think Anco will change it as I have had it for around five months?

**Kevin Maciver,  
Currie,  
Edinburgh**

*All we can say is that you deserve all you get for beating Tottenham 2-0 in the Cup Final. How could you do this to a group of men who are the most skillful, noble and, indeed, handsome ever to grace the British turf? Anyhow, you'd be better off talking to Anco.*

### THINGS TO DO WITH KICK OFF 1, 2 AND 3

Dear The One,

I have read the recent *Kick Off 2/Player Manager 2* suggestions in your letters pages with interest and would like to add some of my own.

The overhead kicks from *Final Whistle* were a success. Your other interesting ideas were the corners and the offside. The corners would have worked if the players didn't all wait on the near post, thus making a deep corner useless.

The offside would have eliminated the boring tactic of wellying the ball upfield for a fast forward to score easily. However, the defenders need to be programmed to move up in order to catch people offside.

Finally, how about implementing a backheel? Reversing the joystick when you haven't got the ball would activate it.

**Geoffrey Duggan,  
Newton Abbot,  
Devon**

*You can already backheel the ball by reversing the joystick when you stand still. What we could do with is some new ideas for *Kick Off 3* though. Ah, here's some now...*

### MORE KICK OFF BITS AND BOBS

Dear The One,

A while ago (we get your issues two months late here), you asked the public if they had any suggestions for the next version of *Kick Off*. Here's what I'd like to see (in no specific order):

1. The entire ball to go out of play.
2. Flood-lit games.
3. Fouls for obstruction.
4. A congratulatory screen when you win a league or a cup.
5. Players being 'de-selected' if they fall over.
6. Players no longer seeming to fall over the ball.
7. A tally kept of who scored the goals, displayed at the end of the game.
8. The ability to edit the players' names.
9. The crowd chanting the team names or even enthusiastic murmurs when a team is close to scoring.
10. The net to move when the ball hits it.
11. Players not to be able to run through the net.

I could go on for a while, but there are a fair number of suggestions there that I think are good, but others which may detract from the pure simplicity that is the *Kick Off* hallmark.

**J. Seddon,  
Eastbourne,  
New Zealand**

*Here's an idea. How about sending *Kick Off 3/Player Manager 2* suggestions to Anco as well as us? You never know, they might just make it.*

**Got something to get off your chest? Then why not put it on paper and send it to us here at The One, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU (Sergeant Software letters should be clearly marked as such). The Letter Of The Month (should we decide to award it) will earn its author a T-shirt. All correspondence should be confined to one side of the paper and, where possible, to a single sheet. The editor reserves the right to edit any letters as he sees fit. Please do not include an S.A.E. as, due to the volume of mail received, we are unable to make individual replies.**



# BARBARIAN II



## BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

It's time once again to don your dented helmet, tie your sweaty breechcloth, sharpen your rusting sword and move your big feet in the direction of danger.

Forests, caves, dungeons, castles and temples await your barbaric exploration, each is infested with deadly inhabitants and devious traps ready to terminate your lowbrow activities.

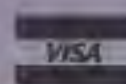
Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling, 6 levels of continuous arcade/adventure action, over 1 megabyte of fully-animated sprites, 50 divergent enemies, Magic & Health Potions to help you on your quest and a plethora of unique weapons to find and use. **Barbarian II** is:

***The ultimate in loincloth entertainment.***

*Screen Shots from the Amiga version*

**SEEING IS BELIEVING**

PSYGNOSIS  
FREEPOST  
LIVERPOOL L3 3AB  
UNITED KINGDOM  
Tel: 051-709 5755





# WRESTLE



## TWO FALLS AND ONE SUBMISSION

**AS EVERY SELF-RESPECTING Big Daddy fan knows, wrestling actually began around 2600 BC. It was the most popular sport in the ancient Olympic Games and has been played for hundreds of years in various forms all over the world. WWF is wrestling at its most commercial. The heroes are national superstars and besides the virtually obligatory Schwarzenegger-like looks, one prerequisite is some hefty ham acting talent. The top fighters divide into two rival camps; the true-blue lovers of American hamburgers and Mom's apple pie under figure-head Hulk Hogan, and the anti-American militia that makes up Sergeant Slaughter's corps. The World Heavyweight title, currently held by three-times champion Hogan, has been a bone of contention between the great man and Slaughter for some time. Hogan wrestled it from the Sarge at Wrestlemania VII but was later the victim of a sneak attack in which the Sarge and his crony General Adnan threw fire into his face and caused severe burns to the left side of his head. All the wrestlers have huge fan clubs and followings and they work hard to keep their groupies entertained: Macho Man Randy Savage recently staged a proposal in the ring. It's not meant to be sport (though no one would admit it), it just makes very good TV and as the sale of vast amounts of WWF slippers, duvet covers, popcorn tins, crayon-by-number sets and make-up kits shows, it also makes a lot of cash.**

**As Ocean prepares its first official wrestling licence, Kati Hamza locks arms with Hulk Hogan and gets a crash course.**

In the US the World Wrestling Federation (WWF) is big. Real big. Each year, the nicest and the nastiest slip on their skin-tight lycra underpants, comb out their glossy shoulder-length locks, oil their biceps and leap over the ropes to slug it out for the grand prize in such meets as Summerslam, Survivor Series, Royal Rumble and Wrestlemania.

In America the matches attract thousands and ever since they started being transmitted on satellite and cable in the UK there's been a growing audience over here. Each month 200,000 copies of the official WWF magazine wing their way to British shores and we even have our own WWF wrestler, the British Bulldog.

Among WWF's most ardent UK fans are the programmers at Twilight Software, who have access to Scottish cable TV. When they were approached by Ocean, official holder of the licence for the WWF computer game, it was like a dream come true and gave them the opportunity to immerse themselves even further in the world of wrestling. "We've been studying the magazines, looking at the pictures, examining photographs, we've even got a whole selection of WWF videos," says Mark Mason.

The game itself is based around the WWF championship tournament, Wrestlemania. Your

mission is simple: battle your way through the tournament in a series of one-on-one matches, rake in enough points to get you into the ring for the World Heavyweight Championship, then battle it out to see who gets the belt. As this is the official licence, it features genuine Wrestlemania heroes. You have a choice of three good guys to play (the British Bulldog, Hulk Hogan and the Ultimate Warrior) and there are five arch-

villains to wrestle against: The Mounty, Warlord, Mr. Perfect, Ted Dibiase and finally, for the hotly contested World Championship belt, the phenomenally tough Sergeant Slaughter.

In making these character choices Twilight has gone for a moral rather than a realistic angle. Hulk Hogan is currently the real WWF world champion (he actually won the belt from Slaughter) so by rights you should be fighting him for the championship, but that would involve the player taking the part of the bad guys. In any case, there's a very good chance that the software may outlive the champ.

Obviously one of the team's key priorities has been to capture as much of the over-the-top, larger than life WWF atmosphere as possible. "We want it to give you a genuine impression of the real thing so we've made the sprites as big as possible and included a large scrolling ring," comments



**THANKS TO TWILIGHT'S** selection of WWF videos, there's been plenty of opportunity to study how real wrestlers move. As well as a whole series of conventional moves, every individual wrestler has a personal speciality, such as Mr. Perfect's PerfectPlex. The screenshots you see here are just some of the animation frames for current World Heavyweight Champion Hulk Hogan - there are just under a hundred in all. Where the sprite seems to split into a mirror-image of itself, it's actually the immortal Hulkster performing the same move in both directions.



# MANIA

**PROJECT**  
Wrestlemania

**PUBLISHER**  
Ocean

**AUTHOR**  
Mark Mason (Coding)  
Andrew Swans (Coding)  
Martin Severn (Graphics)

**INITIATED**  
May 1991

**RELEASE**  
November 1991

Mason: At their full height, the individual character sprites sport a massive physique of 80x48 pixels in a gigantic 8-way scrolling ring nearly three by two-and-a-half screens in size.

In WWF wrestling it's not unknown for participants to get so riled that they leap or get thrown out of the ring and into the audience for double the cheers. Cheating is another favourite

WWF activity:

wrestlers often bring in their own props and flagrantly break the rules. All this

and more is possible in Ocean's *Wrestlemania*. Not only

can you punch, kick and beat seven shades of leotard out of each other in the ring, you can fight outside it too. Alternatively, why not just pick up a chair and beat your opponent over the head?

At least as vital as all these gimmicks is smooth and user-friendly gameplay. Twilight has made a concerted effort to improve joystick handling and make the hero as easy as possible to control. At this stage, they're not prepared to reveal too much about the details but Mark insists that anyone can play no matter how experienced they are.

At the moment, the team is putting the finishing touches to the last of the individual characters' moves. After that it'll be on to one of the most difficult tasks of the whole game - fine-tuning the actions of the computer baddies and making them intelligent enough to play really well. Everything has to be put through its paces by independent testers before Mark and co can be sure it's absolutely right. "We're not really new to the game any more so it's

Thanks to BSky8 photographic services for pictures. Fans of WWF can get a regular dose of the sport on Sky Sports Channels.

**IF THE FACE** (below) reminds you of the British Bulldog (Davey Boy Smith), it's a tribute to some intensive study of Davey Boy photos. For Mark Mason and Andrew Swans, including all these elaborate acrobatics have proved something of a headache. "It's surprising how much you can do with two guys in a ring. Getting it all to fit into memory is really tough." To make it easier, Martin has deliberately drawn the massive hero sprites in less memory-intensive bits: separate torso and leg components use up far less space.



## SOUND

**FINAL PLANS** for *Wrestlemania*'s sonics haven't been made yet, but Mark and the rest of Twilight's WWF fans have a pretty clear idea of the kind of sound that they want.

"Digitised noises, mainly slapping, punching and thumping - anything that gives you a sense of really being there. Hopefully we'll be able to fit in a few crowd cheers and maybe some sampled speech, but it all depends on how much time and memory we've got left."



**PROJECT**  
Wrestlemania

**PUBLISHER**  
Ocean

**AUTHOR**  
Mark Mason (Coding)  
Andrew Swans (Coding)  
Martin Severn (Graphics)

**INITIATED**  
May 1991

**RELEASE**  
November 1991

hard for us to tell," says Mason.

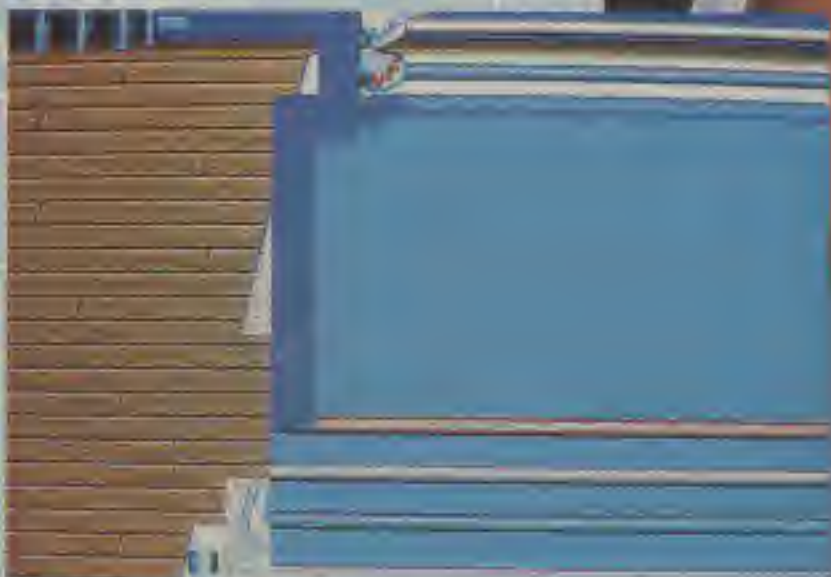
Twilight consists of 10 men and has been going for nearly a year and a half, though it hasn't hit the headlines - yet. "We've been working very hard trying to get ourselves established, building the firm up," says Mark. They initially went their own way as independents because of disenchantment with the companies they had been working for. As veterans of the software industry with an average of seven years experience each, they wanted to be completely in control for a change.

As well as Wrestlemania there are three other major Twilight projects in the pipeline: Videokid, an original game, plus MegaTwins and Menander Brothers for US Gold. They should all be in the shops in time for Christmas, and for the Twilight team that means pulling out all the stops. In the next few weeks there's going to be lots of coding, plenty of late nights and not much cable TV.

**DON'T BE FOOLED** into thinking that one wrestler fights like any other. Not only are they each endowed with special moves, they're also designed to show different fighting characteristics. "Some punch and kick more than others - the idea is that each wrestler should have his own personal feel. It's up to you to work out the best way to defeat them." If this all sounds a bit daunting, don't despair. A practice game with a two-player option will be included in the final version so that players can try out any kind of move before they attempt the real thing.



**IN AN ATTEMPT** to recreate something of the TV atmosphere, portraits of the opponents are clearly displayed during a match. One's the good guy, one's the bad guy - can you spot the difference?



**LIKE MOST ASPECTS** of the game, the final ring design is the result of some collaboration between Ocean and Twilight. "It's not 3D but we wanted it to have a 3D look and we wanted it to look big, so this smooth scrolling system is what we ended up with."



**CROWD PARTICIPATION** is an essential factor behind the fun: the audience jeers, boos and cheers and the wrestlers play to the stands. The game wouldn't have been complete without an audience and this is an example of what Twilight has come up with. Memory restrictions mean that there's no room for extensive audience animation but this cartoony look was considered a good enough compromise.



**AS LONG AS MEMORY PERMITS**, the boys at Twilight are determined to make everything look and feel as realistic as possible: as these animation frames show, that even applies to the movement of the ropes round the ring.



# THE NO-HOLDS-BARRERED SMASH

## GAME SHOW OF THE FUTURE

# TV



Thrust your way through the increasingly more dangerous  
levels of the game show of the 21st century.  
Armed with a proton blaster, you must 'blow away' a multitude  
of deadly aliens, mutants and robots... and win valuable prizes!  
Humour, fast pace and fast action combine to  
bring you this pixel-perfect arcade conversion.

SPECTRUM  
ANSTEAD  
COMMODORE 64  
STARI ST  
AMIGA

© WILLIAMS  
ELECTRONICS

# claim

# ocean

OCEAN SOFTWARE LIMITED - 6 CENTRAL STREET - MANCHESTER - M2 5NS - TEL: 061 832 5633 - FAX: 061 832 0630



# DOUBLE DRAGON 3

**The Brothers Lee are about to begin their third adventure. Armed with nunchukas, sneakers and a mean flying punch, Kati Hamza hits the streets with them.**

EVER SINCE TECHNOS' DOUBLE DRAGON SERIES first hit the arcades, kids the world over have been pumping their silver into the magic slots. The cult is so powerful it's actually about to break on to the big screen - a multi-million dollar Double Dragon movie is reputedly under wraps.

So what's the secret of its world-wide popularity? "Maybe it's because lots of people like fish and chips and kebabs and there's always a Double Dragon coin-op in the shop," suggests graphic artist Ned Langman. "Or it could be because there's an R in the month." What they do know is that the games meet all the criteria they consider essential to an excellent beat 'em up. "It's got to have plenty of variation," explains Greg Michael, one of the programmers. "If you've only got a punch it's boring; what you really need are lots of different moves to try out, with some top class graphics and sound effects. It's got to feel solid, as if you're genuinely smashing people up."

Though you'd associate all these qualities with the Double Dragon coin-ops, they weren't an overriding feature in the home computer conversions of the previous two DD games. The original Double Dragon in particular suffered from lack of variety, mediocre graphics and some pretty ropey gameplay. While Double Dragon 2 was a significant improvement, Double Dragon 3, says Michael, is going to be completely different. "The other conversions had much more of a cartoon-style - ours is a lot more realistic. It's smooth and fast and it's graphically amazing."

They've certainly got excellent material to work with. Double Dragon 3, the coin-op, differs from its predecessors in a couple of significant ways. If the action's getting seriously tough, you can, for example, spend your hard-earned currency in equipment shops. On offer are special combat tricks, extra hardware and a bit of full-blown character transformation. You can buy one of a range of characters which you bring into play at the point where you'd normally die, effectively giving you an



**AT THE WEAPONS SHOP** (shown here in incomplete form) you and your brother can stop and buy a whole range of useful commodities: nunchukas, grenades, missiles, knuckledusters and the odd sword. Or you could sink your cash into some additional energy, buy an extra fighter life or opt for specialities such as a locking head squeeze or a handstand ankle flip.



**AS BILLY AND JIMMY** continue their attempt to come to grips with the street fighting specialists of America, China, Italy, Egypt and Japan, they embark on a battle to the death with the toughest red-head in the US. The secret is in the timing of your jumps. "If you're in the air at the wrong time, the enemy is likely to turn around and whack you one and when that happens you've had it." Incidentally, if you think Billy and Jimmy look like twins, they are. Thanks to some nifty space-saving programming, only one of the bit planes needs to be changed to colour a sprite from red to blue.



## GRAPHICS



MANY OF THE GRAPHICS you'll see in the completed version of *Double Dragon 3* started their life as coin-op sprites. Presented to Greg Michael in the form of a series of PC files, these had to be converted into IFF before they were of any real use to Ned Langman. It took ages but proved to be only the beginning of their problems. In their raw state, all the sprites and backdrops appeared as a screen of scrambled 16x16 blocks like these.

The only way to put them together was by laboriously picking out the pieces and fitting them together by hand. "I did all the sprites without too

much hassle because they were fairly straightforward – at least you could recognise bits of arms and legs – but the backgrounds were really tough," explains Langman. "You just couldn't work out which bit went where." In the end it proved easier to redraw them from scratch.

With the blocks unscrambled into a recognisable form, the next task on the agenda was recolouring. "All the sprites had their own individual colour palettes so I had to come up with some alternatives that were general purpose enough. Even in 16 colours I think it looks pretty good."

extra life. Each of these characters has its own strengths and weaknesses: "Deciding what the best combination is to get through certain levels is all part of the game," enthuses Michael.

Broadly speaking, everything that featured in the coin-op will make it into Storm's conversion. True to the original, there are five missions, 14 different levels, more than 28 different types of enemies plus all the shops, battle tricks and bonus characters. In fact, the only major differences are in the animations. The coin-op's characters have elaborate movement sequences amounting to anything between 15 and a massive 40 frames each. Because of memory restrictions these have been pruned down to an average of 12-13 frames. "In the coin-op, Billy and Jimmy can throw their enemies in somersaults. That would have meant every single character having all those extra frames and we just didn't have the space."

Another major priority has been convenience. "We've been consciously trying to keep the loading time down as much as possible," explains Michael. "People who have an extra drive will be able to benefit from it and I'll probably use any extra Meg available like a large RAM disk."

Five months into the programming, much of the groundwork has already been done. Langman has put together most of the sprites and backdrops, the startup sequence is finished (apart from the sound) and most of the levels have been put together using a map editor specially created for the occasion – one which will probably be used again in other Storm games.

The team still has to sort out a fair amount of presentation, sound (which has yet to be started) and, most important of all, some in-depth play-testing. "We've played it too much ourselves to be a proper judge. If I think it's too easy I'll make it harder and harder so by the time somebody else gets to touch it it'll be impossible. I think it's going to take quite a while to get the balance right because with four characters, weapons and power-ups there are just so many different ways you can play the game."

And when it's all packaged and shrink-wrapped in time for Christmas, what then? "A holiday," suggests Greg. "What I'd really like to do is a space game – an *Elite 2* maybe – who wouldn't? The trouble with those kind of games is they just take too long to do."



**PROJECT**  
Double Dragon 3

**PUBLISHER**  
Storm

**AUTHOR**  
Greg Michael  
Snake  
Ned Langman

**INITIATED**  
March 1991

**RELEASE**  
November 1991

THROUGHOUT THE DEVELOPMENT of the intro sequence, the aim has been to get the graphics looking coin-op perfect. The end result, as can be seen from the title screen, shouldn't differ from the original at all.



BILLY AND JIMMY'S STANDARD get-out-of-trouble manoeuvre is the familiar spinning kick, and when they're fighting together they can even perform it in tandem. Each of the purchasable extra characters also has his own personal ability, anything from a screen-clearing body dive to a chin-crunching Judo throw. When you're not fully engaged in kicking thugs into the middle of next week, there are several interior locations where you can actually climb on the walls for extra street-fighting leverage.



**PROJECT**  
Double Dragon 3

**PUBLISHER**  
Storm

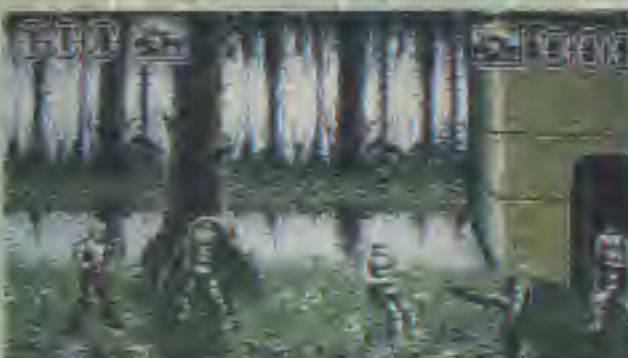
**AUTHOR**  
Greg Michael  
Snake  
Ned Langman

**INITIATED**  
March 1991

**RELEASE**  
November 1991

## SOUND

WORK ON THE GAME'S SOUND hasn't been initiated as yet, though the team does have one or two names in mind. Whoever gets the job, the general consensus is that perfecting it is going to be one of the most important factors. "I've allowed enough space for there to be a really good range of sound effects so there should be room for some specialised noises like clashing swords and motorbike engines," claims Michael. Langman agrees: "It's got to really feel as if you're beating somebody up. Once all the sound is in, it'll give a much more solid impression and it'll add lots to the gameplay."



THIS IS YET ANOTHER part of Egypt; you'll be spending more time here than anywhere else. Mission 5 isn't just longer than the rest, it's also incredibly tough. Get to the end and you'll face a frightening encounter with the hideous... that would be telling, wouldn't it?



EVERY CHARACTER has its own battle tactics: some fire arrows, others zap you by throwing their limbs at you. With four different sets of sprites (with individual moves and tricks) just for the main characters, it's taken some clever memory juggling to get them all in.



THIS EPIC IMAGE of motorbikes in the desert is actually a DPaint mock-up created by Langman, but as every sprite has its own section of code it should be easy to make changes in the game itself. A tasking system similar to the one used in SWIV means that every character has the equivalent of its own personal program with allotted space for data variables. "You can just go in and change little things without too much inconvenience."

EVERY END-OF-LEVEL ENEMY has a personalised mode of attack. You know you're getting under this Japanese purple Ninja's skin when he starts bombarding you with throwing stars and smoke bombs - they're a sign that he's losing energy. His classic sign of weakness, however, is a tendency to split into three weapon-hurling versions of himself. They're not as strong as the original, but they're not exactly a piece of cake either.



IN DOUBLE DRAGON 3, you don't just get to tackle the usual round of bikers and jujitsu experts. This monstrosity is actually composed of several separate component parts...



...together they contribute to one of the more unusual sections of the game. To survive you'll have to step on the right tile combinations while avoiding the irritating attentions of the giant alien head. Each time you make a false move a fragment of the pavement drops away.





# TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS  
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- \* Multi directional scrolling screen
- \* Five skill levels. Skill level of both teams can be set independently.
- \* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- \* Facility to practice skills and tactics.
- \* Facility to create a team at all skill levels and design tactics.
- \* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- \* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- \* Two types of Leagues. Action Replay at 3 speeds.
- \* Extra moves are available using two independent button joysticks using the EXORLENCE System.



AMIGA, ATARI ST -  
(ATARI D/S DISC ONLY)  
IBM PC & COMPATIBLES  
**PRICE - £25.99**



Amiga Screenshot's Shown

© 1991 Anco Games

**EASY TO PLAY - HARD TO MASTER**

Published by

**ANCO** Software Ltd





Rik Haynes stops playing with himself just long enough to find out how to do it with somebody else.

**S**WOOPING DOWN on the unsuspecting column of enemy trucks, your fighter picks off the defenceless victims with ease. You've been playing this game for over an hour now and totting up one heck of a score. That was a close call over Saigon in the last mission, though. Good job your wingman managed that tight loop in time.

You glance up from the monitor with an appreciative smile and follow the lead linking his machine with yours. He returns a cold grin and looks down. Suddenly pulling back on the joystick, this so-called friend turns terminator and makes short work of your fuselage with a quick burst of cannon fire. Such treachery is just one of the infinite strategies that can occur when playing a game with another human being. Will you keep that promise of revenge in the next mission?

#### IT TAKES TWO...

Anybody who has played driving and soccer games such as *Lotus* from Gremlin and Anco's award-winning *Kick Off 2* knows that these games are transformed when you're up against another human player. Such factors as competition and unpredictability are never quite the same when you're just attempting to beat the computer. Single-player games are governed by the pre-programmed Artificial Intelligence embedded deep in the code, and consequently the opposition rarely learns from its mistakes, let alone yours.



LOTUS 2'S LINK allows full-screen racing even with two players.

Split-screen action for two-player games is fine, but the fun can be taken a stage further by physically linking two computers together. You can no longer see what the opposition is up to by simply looking up at the screen. Sneaky strategies must come into play as you fight for your life, or rather, that much sought-after high score.

Sadly, very few games take advantage of this 'link up' capability even though it's surprisingly easy: all you need are two computers, a copy of the game for each machine and an RS232 lead which can be bought at any good specialist computer store. Your friend's computer doesn't even have to be the same make as yours: games like *Stunt Car Racer* and *Hard Drivin' II* pitch PC players up against their Amiga or Atari ST counterparts.

Bullfrog, creator of the incredible *Populous* and *Powermonger*, has put this linking facility into all its games except *Fusion* and *Flood*. "Playing against another human being is a million times more interesting than a computer player can ever be," insists Peter Molyneux. "You just can't punch the computer after losing a game."

One major problem with datalink software is simply lugging all the equipment round to your friend's house to actually connect your two computers. That's where play-by-phone comes in. Most of the games which utilise the direct datalink option also allow players to play with anybody else in the world by using



# PLAY BY



CONQUERING OTHER lands in *Powermonger* becomes so much more personal when they belong to a friend.



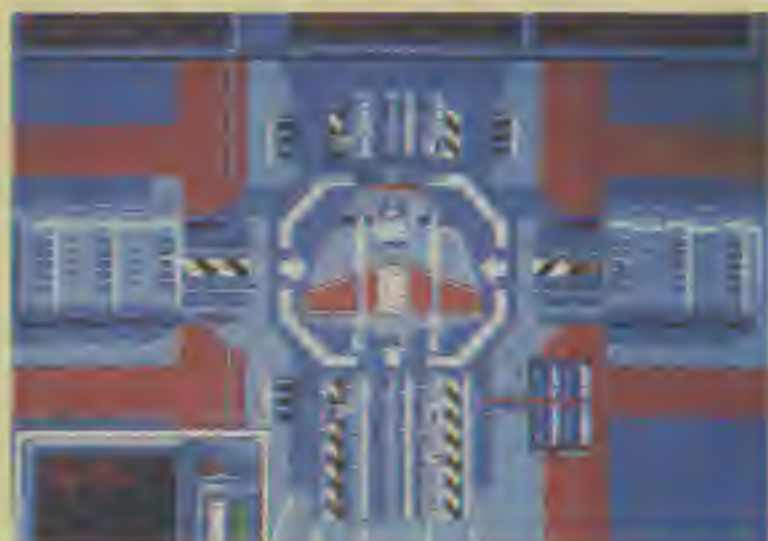
F-29 RETALIATOR proves just how satisfying flight sims can be when you are fighting a real opponent.





ONCE THE MASTER... Even Peter Molyneux can be beaten at his own games with the head-to-head option. Earlier this year, Japanese magazines ran a nation-wide competition to find the best Populous player in the Land of the Rising Sun. Molyneux then played the finalist on live TV in Tokyo and... lost! In fact, he was totally defeated. "It was a bit unfair really," he whines, "I hadn't played Populous for about six months and you need a good wrist action to really get going in a two-player game. A TV camera was two inches from my nose and bright lights shone in my eyes."

# WIRED



POWERDROME is one example of an early game that dared to have a link feature...



...while Armourgeddon represents all that's new in communicating games.



ordinary phone lines and a special add-on called a modem. Trouble is, could you afford a two-hour game of *Populous* with somebody in Tokyo? I doubt it. And on top of the cost problem, modem games can play rather sluggishly.

Bullfrog's bunch of brainy programmers actually take things a step further and make the two-player option

an integral part of the development process for their games. "It makes it much easier to develop a game," explains Molyneux.

"It's a quick way of picking up bugs and, more importantly, you work out what the computer needs to be an interesting opponent. I believe all games should have the capability to be played head-to-head, absolutely everything, even adventure games and shoot 'em-ups. That would be brilliant. Why don't other developers actually go ahead and do it? It just seems an obvious thing for us to do. *Powermonger* could actually support four players, but for some reason we never got around to writing the drivers for it."

Future games from Bullfrog will attempt to further this style of duo-play. In *Populous 2*, for example, as well as normal head-to-head you can also play computer-assisted head-to-head games where the computer gives handy hints and prompts. Beyond this, *Bob* (working title for Bullfrog's cross between *Powermonger* and a shoot 'em-up) could well support up to seven players.

#### MORE THE BETTER

If playing against another human opponent is so much fun, imagine the sort of larks you could have if up to 40 people were controlling different tanks and planes over the same battlefield. You could work together to try to take out a target or even gang up on poor

individuals by forming rogue 'death squads' to dish out righteous justice or cruel vendetta campaigns.

*Air Warrior* is one game which allows you to do this. On-Line Entertainment (081 558 6114) has brought this successful on-line air-combat game over from the USA.

All you need to do is buy a modem and call the company to register. The system costs £1.50 per hour (plus VAT and phone charges). At least the organisers don't use one of those expensive 0898 numbers, and a costly high-speed modem isn't really necessary. Just as well

really, your phone-bill could go through the roof if that trundling tank had to move around a ground obstacle or got stuck in some sand.

Michael Powell, programmer of *Powerdrome* and *Cyberfight* for Electronic Arts, reckons *Air Warrior* is an excellent idea and good fun to play, but the graphics technology used in the game is very old-fashioned and needs updating. "I think the crude graphics will put a lot of people off," he confides. "All they need is a better simulation product and it would be great."

Both Michael Powell games mentioned here have the two-player datalink option built into them. Publisher Electronic Arts is way ahead of the rest when it comes to releasing play-by-wire games. "It's mainly down to the individual designer's tastes," insists EA's Simon Jeffrey. "I think head-to-head games are definitely one of the big steps forward for games over the next year. They're far more interactive and competitive."

If games like *Air Warrior* take off it could start a whole new breed of competitive play. Perhaps we'll finally have International Game Olympics to find the world's best players. So link those computers, go for modem meltdown and get some practice in. OK?



FED UP OF RACING the Phantom? Then try a flesh and blood driver in *Hard Drivin' 2*.

#### ANOTHER DIMENSION...

ONE OF THE OFTEN OVERLOOKED aspects of the new breed of Virtual Reality arcade games such as *Virtuality* and *BattleTech* is their multi-player capability. Flying around a battlescape is much more fun if you can taunt the other players when you're ahead and scream at them for beating you.



#### BEST OF THE BUNCH

- 1 Stunt Car Racer \* MicroProse \* Amiga, ST, PC
- 2 Tetris \* Buller-Proof Software \* Game Boy
- 3 Populous \* Bullfrog/Electronic Arts \* Amiga, ST, PC
- 4 F-29 Revenator \* Digital Image Design/Ocean \* PC
- 5 Powermonger \* Bullfrog/Electronic Arts \* Amiga, ST, PC
- 6 Armour-Geddon \* Psygnosis \* Amiga, ST
- 7 Battlechess \* Interplay/Electronic Arts \* Amiga, PC
- 8 Lotus II \* Gremlin \* Amiga, ST
- 9 Powerdrome \* Electronic Arts \* Amiga, ST, PC
- 10 Slime World \* Atari \* Lynx

#### VIDEO GAME JUNKIES?

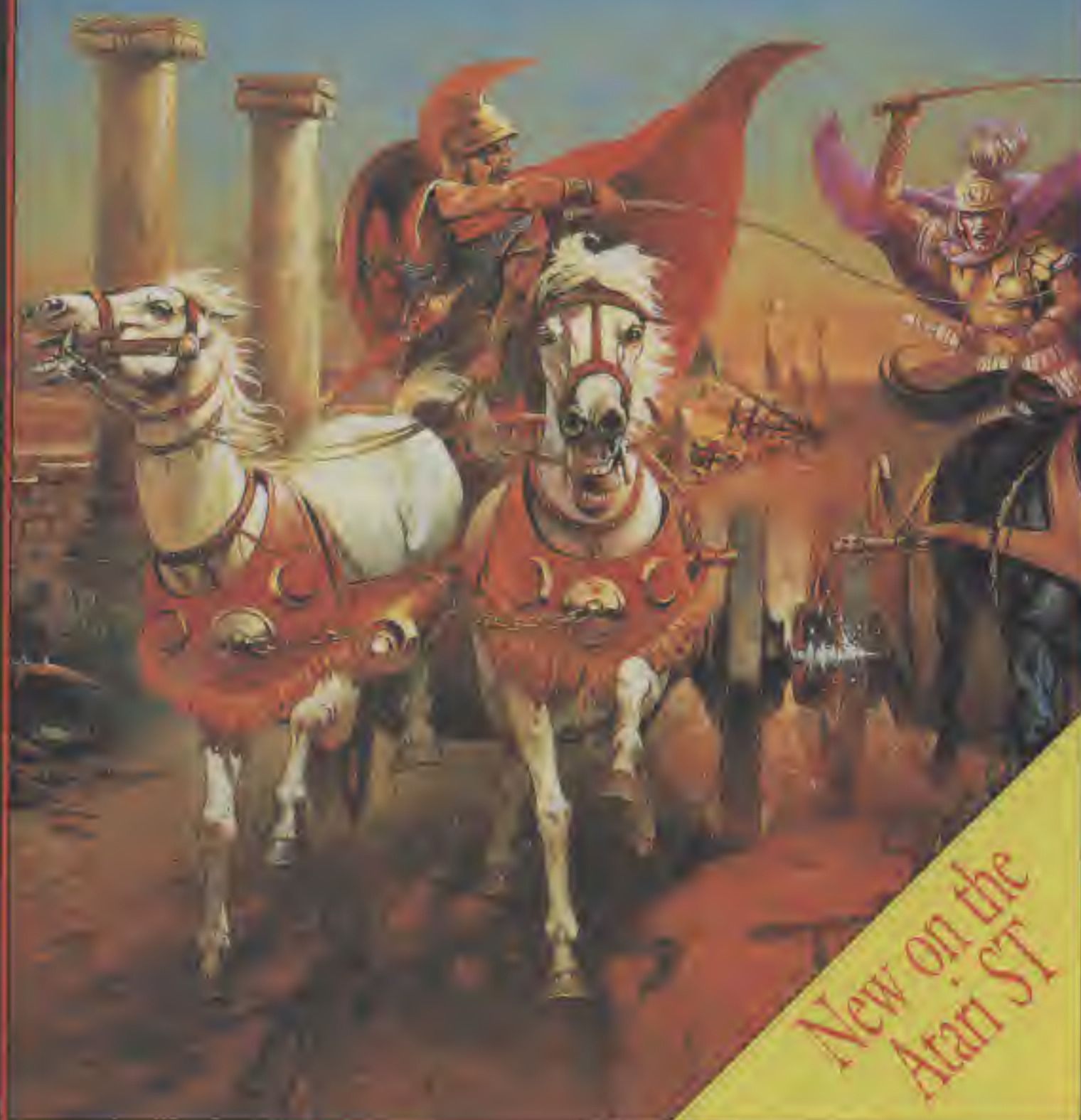
THAT TRENDY GAME BOY handheld console from top Japanese firm Nintendo comes with one of the best head-to-head games ever created. This type of games machine is, after all, the easiest to transport and connect via cable. They even come with their own screen display. *Tetris*, an incredibly playable arcade puzzler, was originally designed by a Russian computer scientist. When played solo, Tetris is the best example of the genre. When two Game Boy players get together and play Tetris it becomes one of the most addictive recreational drugs on sale today. Try it for yourself!



Nintendo GAME BOY.



# CARTHAGE



## CARTHAGE

*Feature Packed Action and Strategy*

As a Carthaginian hero you must not only repel Roman invasion by successful troop strategy but also maintain your armies' ever-waning supplies by running the gauntlet on your chariot to deliver much-needed money.

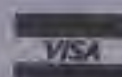
Survey the detailed North African landscape and zoom in on your troops to administer strategy. Decide which of your armies needs a cash injection then grab the reins for a mind-boggling first-person-perspective 3-D chariot race to deliver the money . . .

Strategy and arcade action superbly combined to give you a taste of ancient history so real you can almost smell the elephants!

*Screen shots from the Amiga*

SEEING IS BELIEVING

PSYGNOSIS  
FREEPOST  
LIVERPOOL L3 3AB  
UNITED KINGDOM  
Tel: 051-709 5755





**ALL PRICES INCLUDE VAT, COURIER DELIVERY**

## AMIGA GALACTIC PACKS

### GALACTIC PACK I

- AMIGA A500 COMPUTER
- WICKED 50 GAMES PACK  
50 great games to get you going!
- QUICKSHOT TURBO MICROSWITCHED JOYSTICK
- HIGH QUALITY MOUSE PAD
- TAILOR MADE DUST COVER

**£329.99**

ALL OUR AMIGAS COME WITH THE FOLLOWING AS STANDARD

- 2 YEAR GUARANTEE
- 1 mb DISK DRIVE
- TV MODULATOR
- 4096 COLOURS
- SPEECH SYNTHESIS
- AMIGA BASIC
- DIGITAL STEREO SOUND
- MOUSE
- CONNECTING CABLE
- USER MANUALS
- WORKBENCH 1.3
- NOTEPAD WORDPROCESSOR

### GALACTIC PACK II

- AMIGA A500 COMPUTER
- CARTOON CLASSICS  
Bart Simpson vs The Space Mutant  
Lemmings • Captain Planet  
De Luxe Paint III
- OFFICIAL A500 1/2 MEG UPGRADE
- ADDICTIVE HITS  
Rainbow Island • New Zealand Story  
Bubble Bobble
- WICKED 50 GAMES PACK  
50 great games to get you going!
- QUICKSHOT TURBO MICROSWITCHED JOYSTICK
- HIGH QUALITY MOUSE PAD
- TAILOR MADE DUST COVER

**£399.99**

## STEREO COLOUR MONITORS

PHILLIPS 8833/MK2

**£249.95\***

\*Free F19 Stealth Fighter

CBM 10845

**£269.95\***

\*Free Silent Service II

## COMPLETE PERIPHERAL PACKS

### PACK 1

PROTAR 512K RAM Upgrade with clock • 40 capacity lockable disk box • 20 3.5" DS/DD disks with labels • 3.5" disk drive cleaner kit  
**all for just £39.95**

### PACK 2

PC 8808 intelligent disk drive • Protar 512K RAM upgrade with clock • 40 capacity lockable disk box • 20 3.5" DS/DD disks with labels • 3.5" disk drive cleaner kit  
**all for just £99.95**

## CONSOLE CORNER

ALL PRICES INCLUDE COURIER DELIVERY & 2 YEAR GUARANTEE

### CONSOLE SYSTEMS

Sega Master System.....£59.95  
Sega Master System Plus.....£79.95  
Sega Megadrive.....£129.95

### COLOUR PORTABLES

Atari Lynx.....£84.95  
Sega Game gear.....£99.95

We stock a wide range of software and peripherals for all of the above ring for details

**Future World**  
computers



**PLUS A COMPREHENSIVE 2 YEAR GUARANTEE!**

## PRINTERS

All printers come with connecting cables free of charge

### STAR GOLD STAR DEALER

LC-20 MONO 9 pin Dot Matrix, 180/45 cps.

**£149.95**

LC-200 COLOUR 9 pin Dot Matrix, 185/45 cps.

**£214.95**

LC-24/200 MONO 9 pin Dot Matrix, 180/45 cps.

**£259.95**

LC-24/200 COLOUR 24 Pin Dot Matrix, 220/55 cps.

**£309.95**

### CITIZEN

#### PREMIER SUPER DEALER

120D+ MONO 9 pin Dot Matrix, 120/25 cps.

**£149.95**

SWIFT COLOUR 9 pin Dot Matrix, 160/40 cps.

**£214.95**

124D MONO 9 pin Dot Matrix, 144/48 cps.

**£209.95**

SWIFT 24 COLOUR 24 Pin Dot Matrix, 160/50 cps.

**£319.95**

## PRINTER STARTER PACK

• UNIVERSAL PRINTER STAND • QUALITY DUST COVER • 200 SHEETS OF PAPER

**All for only £9.95**

## AUTHORISED PROTAR STOCKISTS

THE VERY BEST IN PERIPHERAL ADD-ONS

PROTAR 512K UPGRADE WITH CLOCK

Features compact 4 chip design, on/off switch..... **£29.95**

PROTAR 'VISTO' COLOUR MONITOR

Identical to Phillips 8833 MKII..... **£248.00**

PROTAR A500 HARD DRIVES

Features 8mb internal RAM expansion facility

A500 HD - 20 meg... **£279.95** A500 HD - 30 meg.... **£349.95**

A500 HD - 50 meg..... **£429.95**

Configurations available up to 160 meg - please call for details

## POWER DISK DRIVE STARTER PACK

New PC880B intelligent disk drive featuring: Blitz Hardware, Virus Hardware, Anti-click, Thru-port, Isolating Switch • Ten 3.5" DS/DD disks with labels • 40 capacity lockable disk box • 3.5" disk drive cleaner kit

**Only £69.95**

## ORDERING MADE EASY



### BY PHONE

Simply call our Head Office quoting your Access/Visa number on  
**0234 218060 (5 lines)**



### BY CALLING PERSONALLY

Simply call into your nearest FutureWorld store where our fully trained personnel will be more than happy to deal with your requirements



### BY POST

Make cheques, Building Society drafts or Postal Orders payable  
FUTUREWORLD COMPUTERS LTD  
UNITS 25-27 SERGEANTS WAY  
ELMS INDUSTRIAL ESTATE  
BEDFORD MK41 0EH

Please write cheque guarantee card number on reverse of cheque to ensure same day clearance



### REMEMBER

**ALL PRICES INCLUSIVE OF VAT & COURIER DELIVERY**

### FINANCE

Finance available to suit your specific needs. Written details on request. Instant credit is available in all FutureWorld stores.

### PREMIER GOLD CARD

- 7 day money back guarantee if not completely satisfied
- 30 day exchange for new policy should a fault occur
- 2 year guarantee giving free collection and delivery service should a fault occur
- Exclusive Premier Gold Card with Personal Membership Number entitling you to special offers
- All this for only £19.95 per item purchased

### 2 YEAR GUARANTEE

For the whole guarantee period, warranty service will be completely free of charge

### TECHNICAL SUPPORT/ON SITE ENGINEERS

Being authorised service centres for AMSTRAD, COMMODORE & STAR, we are equipped to deal with the majority of queries

### FULLY COMPUTERISED ORDERING SYSTEM

This enables our telesales staff to provide up-to-the-minute stock information coupled with efficient dispatch

### FULL TESTING PROCEDURE

All computer hardware is tested prior to dispatch maintaining our motto:

*Simply the  
BEST*

YOUR NEAREST **FutureWorld** STORE



### BEDFORD

70 High Street Bedford Telephone 0234 217070



### NORTHAMPTON

1-7 College Street Northampton Tel: 0604 33996



### WELWYN GARDEN CITY

16 Church Road Welwyn Gdn City Tel: 0707 390029





The word 'virtual' is nowadays inclined to conjure up images of swirling 3D and weird helmets, but Virtual Theatre is something completely different. Paul Presley takes to the stage.

# STAGING A REVOLUTION

**T**HE INTERACTIVE MOVIE is a foreign beast. America leads the way with such classics as Lucasfilm's *Indiana Jones* series and *The Secret Of Monkey Island* and Dynamix' *Heart Of China*. The only other country to have a decent crack of Indy's whip has been France, thanks to the remarkable talents of Delphine and its Cinématique system. So if you were to suggest that the next step forward for the genre would be in a fishing port several miles east of Leeds, you'd probably be carted off to the nearest loony bin. Hull has never been known as the technological capital of the world (although it's the only city with its own telephone company), but it's the base for a new programming team.

Revolution Software is currently a seven-man outfit, made up of Charles Cecil and Dave Cummings (both previously of Activision), Tony Warriner and David Sykes (writers of the Virtual Theatre system), Noirin Carmody (commercial director, previously of Sierra) and graphic artists Adam Tween and Stephen Oades.

Cecil and Cummings had been developing the adventure system for some time before Activision's untimely demise. "I was working at Activision for a number of years while it was still distributing Sierra products," he explains. "It occurred to me that while Sierra was very successful, its games were based on an engine that really hadn't changed much over five years. I felt that we could do a lot better. We spent about 18 months actually just sitting down and talking about what we wanted to do and writing a system to do it."

At first glance, it looks as though the development time has paid off. Virtual Theatre ('Theatre' because Tony Warriner considers the games to be more like a play than a film and 'Virtual' because it's the in-word at the moment) seems to consist of all the best elements of everything else on the market, but with one major advantage. "This is what we believe to be the next generation of graphic adventure systems," claims Cecil. "The reason that it's special is that we've designed things totally from scratch, setting it around a time-basis. Within each game, time advances and people walk around with



REVOLUTION SOFTWARE with their backs against the wall. From L to R: Tony Warriner, Adam Tween, David Sykes, Stephen Oades, Dave Cummings and Charles Cecil.

their own routes: the blacksmith will go into his forge and hammer away, then he'll go into the pub to have a drink and he'll talk to the other people walking around the village. You could have 15 people all walking around, all interacting with each other. So instead of being a game where you're the key and everything reacts to you, we have a game where you're just another person."

A good example of this independence comes late in the first game to use the system, *Lure Of The Temptress*. At one point you find yourself disguised as the leader of the enemy; if you walk through the village and talk to one of the locals he'll run off, scared out of his mind. At this point you might want to follow him. He'll run to the nearest pub, order a drink and start blabbering about who he just bumped into. This will happen whether you follow him or not and shows how life goes on, regardless of what you happen to do.

Due for release next March, *Lure Of The Temptress* is a fantasy-based tale about an overrun village and a young Prince's attempts to liberate it. Along the way he has to deal with Skorls (an orc-like race), local villagers and madmen, magic potions and a sidekick who bears a passing resemblance to Baldrick from the *Blackadder* series.

As with most of today's adventures, everything is mouse-driven. Click on an object and you'll bring up a list of

**THERE'S A LOT TO SEE** in this particular room and although not all of it is useable, you can at least 'Look At' everything.

"We're not going to be very arrogant before a game is finished and say 'this is going to be the best', but we have the potential to be the best." Charles Cecil

appropriate verbs (you could Look At, Pull or Pick Up a torch for example, or Look At, Look Through, Open or Close a window). Again, in keeping with today's standards, you don't have to be close to a particular object to activate it, the computer will work out its own route (see the 'Autorouting' panel).

The graphics, especially the animated interludes, play a large part in telling LOTT's story. Just from a quick glance at some of the scenes, it's obvious that the artists have taken a Continental approach to the



**LURE OF THE TEMPTRESS** starts with our noble prince imprisoned in a Skorl jail cell. An example of the real-time feature comes when looking through a small crack in the wall. You'll be able to see the guard doing his rounds.







ONCE YOU'VE SAVED HIM from his grizzly fate, Ratpouch becomes your lifelong companion. Whether this is a good thing or not is debatable once you've heard one of his jokes.



THE LOCAL VILLAGE is where the majority of the adventure takes place. Everyone you see on your travels can be interacted with, each having their own personalities and memory. If you're nice to them, they're nice to you. But if you're nasty...



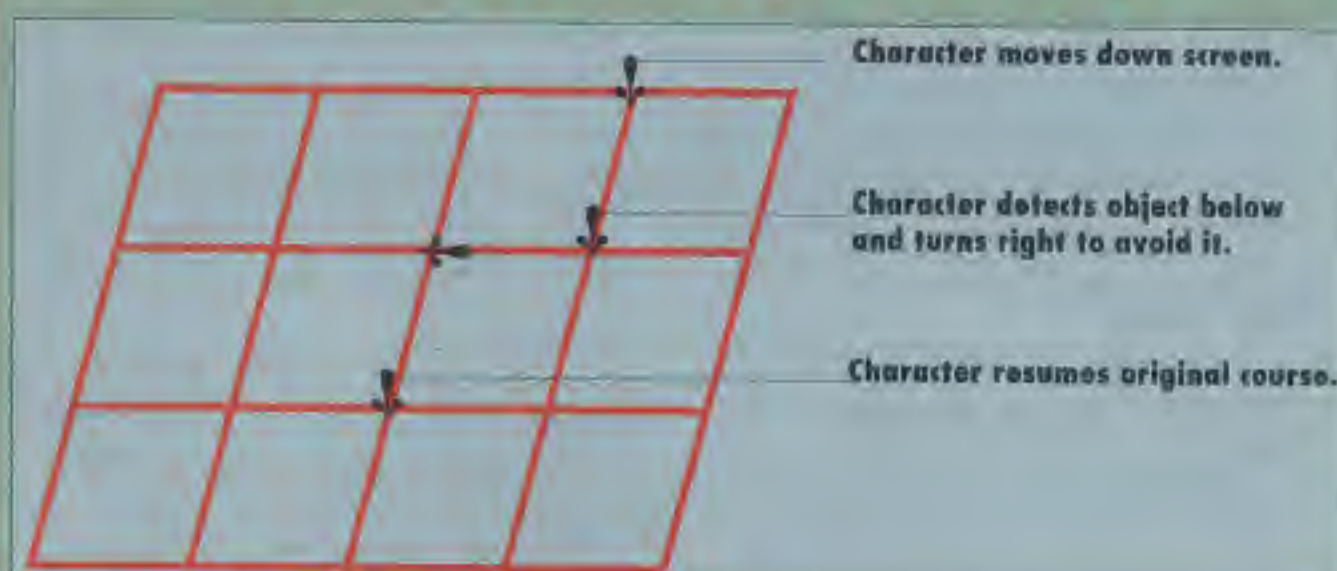
A LOT OF THE INFORMATION needed to complete various sections of the game, can be obtained from either one of the two taverns located in the village. Note the ray of light at the bottom of the screen to indicate an open door.

graphics, Cecil explains. "While we have a very high regard for Lucasfilm — its graphics and storytelling are very good — I believe that European graphic artists are the best — and a lot of Americans would agree."

Tween and Oades are responsible for all the impressive backdrops, which are very reminiscent of Delphine's *Future Wars*, while the sprites were created by freelance Paul Docherty (who's previous work has included System 3's *Myth*).

Visually LOTT is superb, the animations are extremely polished and the backdrops have a lot of little touches that combine to create a real sense of atmosphere. One of the

## AUTOROUTING



SIERRA'S MOVEMENT SYSTEM is made up of tram lines, laid across the game area of the screen. When a character is about to walk into an object, they will change lines at the nearest junction. Autorouting doesn't limit itself to set tracks; instead the movement area is defined and the characters move around inside it, constantly updating to avoid objects.



### KEY

- 'A' attempting to move down screen, blocked by characters 'B' and 'C'.
- 'B' moves out of the way (once 'C' has moved). Then once 'A' is clear, 'B' moves back.
- 'C' moves out of 'B' and 'A's way, waits for 'B' to move back, then follows.

ONE OF THE MAIN technological aspects of Virtual Theatre is 'autorouting', the process whereby characters react to objects around them, selecting the best way of getting from A to B and constantly updating it to negotiate random obstacles, such as a box dropped by the player. The system is also aware of other characters and will ensure that nobody obstructs anyone else.

problems that had to be solved was how to show doorways at the bottom of the screen. "We originally had animated doors," explains Warriner, "but everytime they were opened, the characters had to move out of the way and things got too complicated and took too long." The solution was to do away with the doors and just have a beam of light that expands as the door is opened.

Character interaction has also played a strong part in Virtual Theatre's overall design. A lot of the puzzles in LOTT are multi-character based, so consequently the interaction system had to be both comprehensive and user-friendly. You can stop and talk to anyone that you see, although they won't always want to talk to you. Once you have their attention you can ask them to perform a number of tasks by issuing one command after another (up to a maximum of five). Not everyone will bow to your every whim, especially if you don't come across as friendly, but you do start the adventure with a servant who will do whatever you ask.

Just talking to characters produces a

Lucasfilm-style multi-choice menu, where a couple of relevant phrases are offered. To help create the illusion of reality, everyone has an individual mannerism: gossipy old ladies will never give you a plain answer to your questions, drunks won't make much sense and are likely to get violent; and to produce this, over 1,000 lines of text (around 10,000 words) have been included, although by the time the game is finished this is likely to have increased.

Virtual Theatre has an enormous amount of potential and, with strong plots and intelligent puzzles, should be able to give the more established names a run for their money. Of course, with 'Virtual' being part of its title, you can't help wondering whether there are any connections with Virtual Reality. Although the technology is still in its infancy, Warriner can certainly see links being made: "There are people who can create really good 3D, but not really know what to do with it. If we could combine them with people like us who can create really good worlds, then we might have something."



What could possibly impress the man behind **Xenon II**, **Speedball** and **Gods**? Well, quite a variety of things, as Mike Pattenden found when he quizzed the **Bitmap's** design guru about...



# "My Ideal Compilation" ERIC MATTHEWS

PROBABLY THE BEST KNOWN member of the fraternal programming collective known as The Bitmap Brothers is graphic artist and games designer Eric Matthews – perhaps because he's the man who everyone asks to do things like this.

Like many people involved in publishing software, Matthews fell into it almost by chance. He was studying fine art at the Royal Academy when he hit upon the idea of producing graphics for games on his Spectrum as a way of earning some spare cash. A programming friend with some

contacts in the fledgling games industry encouraged him and he acquired some graphics software for his new Spectrum. This led to early credits for Virgin's *Scalextric* and *Monopoly*.

It was here that he met Steve Kelly and Mike Montgomery who were to become his two 'brothers'. Together, they began work on a beat 'em up called *ST Karate*, but rapidly

got bored of this idea, and chose instead to put together a shoot 'em up which featured digitised graphics and a host of other revolutionary features. The result, *Xenon*, is still regarded as one of the best vertically scrolling shoot 'em ups to date (probably only exceeded by the Bitmaps own *Xenon II*).

Since then the triumvirate has run up a string of plaudit-winning games including *Speedball I and II*, *Cadaver*, *Xenon II*, *Gods* and *Magic Pockets*.

Last year they severed their relationship with long-term publisher Mirrorsoft and set up their own label, Renegade, in association with dance indie Rhythm King, the fruits of an earlier association with label boss and games nut Martin Heath.



## KNIGHTLORE

Published by:

Ultimate

Released: 1983

Way-back in the mists of time when computers were nowt but a box of bleeps, a company called Ultimate designed a game for the Spectrum which cracked the home computing mould and, for a while, established it as the top software house around. It was possibly the first isometric arcade adventure and set the standard for the genre. The idea was to guide a cute little fellow round a series of rooms collecting various useful items. A neat touch is that as night falls your little man has a series of convulsions and turns into a werewolf.

• "This is one of the first games I ever bought. Completely stunning at the time, it looked so different from everything that was around. The isometrics created the closest thing to a real world while the graphics, animation and gameplay were excellent."

## THE PAWN

Published by: Rainbow

Released: 1986

Magnetic Scrolls' name became the byword for authentic, top quality adventures. The *Pawn* set new standards for graphic adventures because, while companies like Level 9 (producers of traditional text adventures) were making concessions to graphics, the pictures they used were crude and small. The *Pawn* not only combined text with beautiful and large pictures, but also used a sophisticated menu-driven interface. Like all Magnetic Scrolls games the story was well-written with some good problems to solve.

• "This was the first game I played on the ST. Steve and I spent many a long night trying to complete it. For the time, the

graphics were stunning. Its humorous storyline and involved puzzles make it along with *Planetfall* my favourite text adventure of all time."



## SIM CITY

Published by:

Maxis/Infogrames

Released: 1989

US development house Maxis came up with an original and impressive angle on simulations with its recreation of San Francisco and other cities which enabled you to grapple with everything from the mundanities of street planning to fighting earthquakes and attacks from Godzilla. *Sim City* was one of the first programs to cross the boundary between strategy game, educational utility and pure simulation. The original program has proved so popular that it still sells well and has attracted a host of add-on scenarios and graphics disks. Maxis later expanded the concept with the colossal *SimEarth*.

• "A weird idea – urban planning made playable and addictive. Mike Montgomery still has four megabytes of saved cities locked on his hard drive for which he can't remember the password he used to prevent me from breaking in to destroy them."

## SPACE QUEST IV

Published by: Sierra

Released: 1991

Sierra On-Line has built its reputation on its hilarious series of graphic adventures, and the *Space Quest* series is one of the best. Your task is to assist Roger Wilco in his endless fight against all the evil the universe has to

offer. The jokes come thick and fast and the graphics are extremely funny, especially in the last couple of games. Sierra recently updated its interpreter, making all the new *Space Quest* games even easier to play as well as being some of the funniest software you'll find.

• "All of the *Space Quest* games are excellent. While they're possibly not the most involved of adventures, they do have great storylines and they're very funny. The updated interface in *SQ IV* is far more intuitive than the earlier versions. On PC in 256-colour VGA with a Roland card, it's one of the most atmospheric things going."

## DUNGEON MASTER

Published by:

FTL/Mirrorsoft

Released: 1987

One of the most authentic and testing D&D adventures ever released, and the first to use a first person 3D view and work in realtime. Previous D&D type games had used a 2D or limited 3D view and employed a turn-based combat system. There were 14 superbly designed levels in the original game – enough to keep thousands of people burning the midnight oil, and there are still those who are playing it! There is a set of add-on levels, *Chaos Strikes Back*.

• "I remember seeing a demo of this running in a computer store in London, probably a year and a half before it came out. I couldn't believe it would actually turn into a full game using the first person perspective. It did, and it's just the closest thing to that being there feeling you can get."





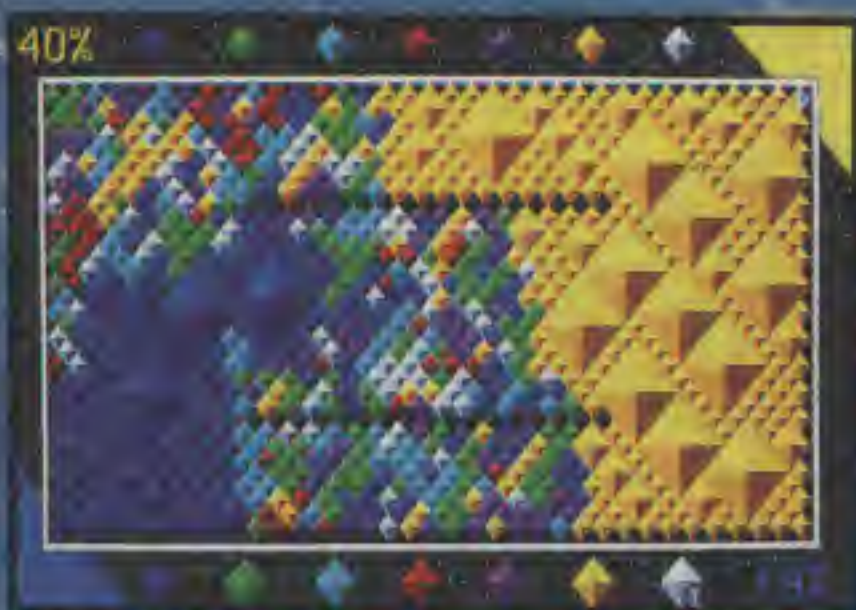






Your strategy: defensive or aggressive as you wish.

# 7 COLORS



Your weapon: an alliance of the colours.



Your aim: to conquer the territory.

## PARTICIPATE IN THE WAR OF COLOURS

"In a terrain composed of a myriad of coloured diamonds, I'll challenge you to conquer most of the territory. You will need strategic skills and quick reflexes to succeed in this thrilling battle. May the best man win!"

- ♦ 1 or 2 players
- ♦ Screen editor included
- ♦ Endless games
- ♦ Single or tournament mode
- ♦ Network version (on PC only)

Available on  
ATARI ST & STE  
AMIGA  
PC & COMPATIBLES

In The Shops By  
Mid-November

© INFOGRAMES 1991  
Original idea and program:  
GAMOS Ltd.





# REVIEWS NOVEMBER 1991

**O**ften copied, but never equalled, our unique review format is designed to provide you with all the information you'll need to make a wise purchase. The games are left mostly to speak for themselves, with the minimum of fuss and the maximum of graphic detail. Only relevant screenshots are used, while the ratings, price and release date are all there at your fingertips. And now, the breakdown...

## GRAPHICS



Not necessarily a measure of how colourful or well drawn they are, but how well they are used.

## SOUND



Once again, this isn't a reflection of quantity or quality, but of how well it fits in.

## DURABILITY



A reflection of lasting interest – how much game you get for your cash.

## PLAYABILITY



The big one – how does the game feel – addictive or just uninteresting?

## OVERALL

A useful point of reference – a summary of the preceding ratings.

## WHAT'S TICKLING THE TEAM?

There we were, just settling down for another game of marbles on the floor of the games room and lo and behold a host of decent software landed on our doorstep. Shame really, Jools was so close to bagging Prez's bloodshot.



### CIARAN BRENNAN

After a nice holiday you'd think the Ed would be in a good mood wouldn't you? No way:

"No games, no football and too many cathedrals" was all he had to say about Tuscany.

### LAURENCE SCOTFORD

Yeah, Silent Service II. We knew there had to be something that would keep Scottford quiet for a couple of hours! Thanks MicroProse!



### PAUL PRESLEY

Paul's been driving us all up the wall, telling us how good Geoff Crammond's Grand Prix is. You have to

understand that it's like a dream come true for the little love though – he's always seen himself as the logical successor to Mansell.



### JOOLS WATSHAM

Jools is another would-be Formula One demon, but in his case it's Vroom that takes pole position. "It's almost as fast as Prez is with French women," he declared gleefully.

### BRIAN NESBITT

Would you believe that when he caught a glimpse of Super Space Invaders our Brian had a nostalgic tear in his eye? He got so choked up when he was playing it he could hardly speak, the soppy g\*t.



54

### GRAND PRIX

MicroProse



Grand Prix

58

### DEATHBRINGER

Empire



Hudson Hawk

60

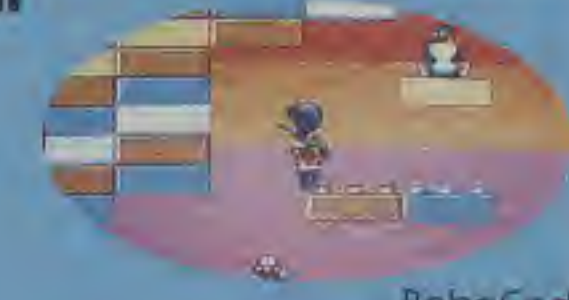
### HUDSON HAWK

Ocean

62

### SILENT SERVICE II

MicroProse



RoboCod

64

### ROBOCOD

Millennium

67

### FACE OFF - ICE HOCKEY

Krisalis



Pitfighter

70

### PITFIGHTER

Domark



74

### VROOM

Lankhor/Ubi Soft



Vroom

77

### SUPER SPACE INVADERS

Domark



Barbarian II

78

### BOSTON BOMB CLUB

Palace/Simaris

81

### BARBARIAN II

Psygnosis



Geoff Crammond gets into the driving seat and prepares to slipstream past the competition with his first game for almost three years.

**GRAND PRIX**  
MICROPROSE

PRICE  
**£34.99**

OUT  
**END NOV**

GRAPHICS  
**95%**

SOUND  
**91%**

DURABILITY  
**93%**

PLAYABILITY  
**90%**

**OVERALL**  
**93%**

# GRAND

**"A**ND THERE GOES NIGEL MANSELL, over the finish line as he wins the Spanish Grand Prix, almost 12 seconds ahead of Alain Prost in the Ferrari..." Oh, how we cheered recently as Mansell managed to actually cross the finish line for once, without his engine blowing up or his tyres falling off. And didn't you just wish you could have been there with him?

Unfortunately, there haven't been that many Grand Prix sims on 16-bit: most of the racing games doing the rounds concentrate on mythical races across America in souped-up Ferraris or driving around in various different weather types in a similarly fast car.

Thankfully, Geoff Crammond - racing sim enthusiast and 3D maestro - is about to change all that. He has been working on another foray into the world of hairpin bends and ridiculously fast speeds - his previous works have included *Revs* and *Stunt Car Racer*, this one's simply called *Grand Prix*.

**RACE DAY.** Having practised each course at length and qualified in a comfortable position, it's time to get down to the race - this is, after all, why you're here.



AS THE RATHER ENTHUSIASTIC race commentator proclaims, *Grand Prix* covers all aspects of Formula One racing, from blueprint designs...



...TO PRE-RACE preparations...



...TO THE FINAL RACE.



**FLAGS ARE ANOTHER VITAL SAFETY ASPECT.** Should a serious crash occur somewhere on the course (not very likely unless you're involved), the yellow flag will come out, instructing everyone to slow down and hold their position. Other ones to watch for are the 'all clear' green and the 'you've finished' chequered flag.



# PRIX



ONE THING MISSING from your cockpit is a speedometer, something that you might consider crucial to a racing driver - but not when you take into account that everyone is travelling at pretty much the same speed and braking at more or less the same time.

THE COURSES are all accurately modelled on their real-life counterparts: street races such as Monaco take place right down in the heart of the city, tunnels and all.



BY CONTRAST, Germany's Hockenheim is a sprawling mass of trees and greenery. The lanes are wider so there's more room for manoeuvring... and crashing.





THE INSTANT REPLAY feature shows the last 20 seconds of action from a trackside view. All of your more memorable manoeuvres, turns and crashes can be viewed in all of their glory.



LEAVE YOUR CAR in a threatening position (such as stretched across the track) and it won't be long before the marshals are on the scene, pushing you out of harm's way.

## IT'S THE PITS, MAN

PIT STOPS are all-important to any successful race, computerised ones included, and thankfully everything is automatic. Driving into the pit lane involves making your way along a narrow piece of track and into the waiting hands of your pit crew, who can change all four tyres in less than 10 seconds. While you wait, your helmet visor even gets a quick rub.



## THE WORD

GEOFF CRAMMOND has done it again. After the 8-bit classic, *Revs* and the strangely diverting *Stunt Car Racer*, Crammond has proved beyond doubt that he is the king of racing simulations. This time though, MicroProse has put the emphasis strongly on the simulation side of things. Don't expect anything as simple as *OutRun* or even *Lotus Turbo Challenge 2*, *Grand Prix* is the

closest thing to the real sport that you'll see on any computer. Naturally this means that you won't be able to pick it straight up and win races. In fact, it's going to take some time to master the use of gears and braking, but once you do you'll find the game is really rewarding. Until then you can quite happily while away the hours on automatic, watching the race slip away and admiring the very impressive 3D scenery. The 3D is spectacular, knocking spots off everything that came before it (yep, I'm talking everything!). The courses are 100 per cent accurate, right down to the tiniest of detail, such as the trees on the side of the road (in fact, MicroProse is even holding back the game's release until after the end of the racing season to make sure nothing changes on the final few courses!) and even little things like the red and white kerb are detailed to the nth degree. Although it's tricky to handle and doesn't have an enjoyable mass pile-up feature, there isn't a finer racing simulation around - not to be missed by anyone with even a passing interest in driving fast cars around narrow bends in tortuous conditions.

**Shoots straight up to the front of the grid**

**Paul Presley**



## SILENT SERVICE



"I've seen for some time". Sinclair User.

SILENT SERVICE © Maxis

The submarine simulation. "SILENT SERVICE is the most powerful, convincing simulation game

## CARRIER COMMAND



CARRIER COMMAND © Rainbird Software. Rainbird and the Rainbird logo are trademarks of British Telecommunications PLC. Programmed by Rainbird Games Software Ltd.

The ultimate strategic shoot'em up features ultra fast 3D graphics. 97% CRASH.

## GUNSHIP



GUNSHIP © Maxis

Helicopter simulation. "Forget all the other so-called simulations, this is the real thing" Computer Games

## P47



hectic dogfighting over land, sea & air.

P47: Firebird/Microsoft. Jaleco licensed from © 1985 Jaleco

In this excellent adaptation of the classic Jaleco arcade games, experience

## F-15 STRIKE EAGLE



"I guarantee you missions that are 100% exhilarating". Tilt. At the controls of an ultra-sophisticated fighter plane, face off against highly trained enemies.

F-15 Strike Eagle © Maxis

## WINGS



In the Amiga version, F-15 STRIKE EAGLE is replaced by WINGS.

WINGS © Commodore/Microsoft

ST/AG/PC  
and compatibles/  
CPC/C64/SPEC C.

UBI SOFT UK  
SADDLERS HOUSE  
100 Reading Road  
Yateley Camberley  
Surrey GU17 7RX  
TEL: 0252 860 299

**UBI SOFT  
ENTERTAINMENT SOFTWARE**

Become masters of the skies and seas.



Amiga, ST and PC versions of Air/Sea Supremacy. Amiga is a registered trademark of Commodore International Inc. ST is a registered trademark of Atari Inc. PC is a registered trademark of Microsoft Corporation. Ubi Soft is a registered trademark of Ubi Soft Entertainment Software.

Screen shots on different hardware may vary.

## STAFFORDSHIRES FINEST COMPUTER STORE!

(PROBABLY)

QUALITY SERVICE, COMPETITIVE PRICES

### DISKS DEALS

10 KAO Bulk Unbranded 3 1/2"	\$4.95
50 KAO Bulk Unbranded 3 1/2"	\$22.45
100 KAO Bulk Unbranded 3 1/2"	\$39.95

Labels included, 2 for 1 guarantee

### JOYSTICKS

Maverick Micro-Switched	\$13.95
Python Micro-Switched	\$10.99
Apache	\$8.95
Zipstick Autofire	\$14.95
Montaroy Autofire	\$14.95
Stingray Autofire	\$15.95
Konik Navigator	\$13.95
Konik Speedking	\$10.95
Topstar	\$23.95

### ST ACCESSORIES

Naksha Upgrade Mouse (with op. stealth)	\$23.50
Squik Mouse (Naksha spec)	\$15.95
Atari External Disk Drive	\$59.95
Mousemat	\$2.99
ST Dustcover	\$4.50
Mouse Pocket	\$1.95
10 Capacity Disk Box	\$0.99
50 Capacity Disk Box	\$4.95
100 Capacity Disk Box	\$5.95
250 Capacity Disk Box	\$24.95
3 1/2" Disk Drive Head Cleaner	\$3.95
ST A Player Adaptor	\$5.95
Automatic Joystick/Mouse Switch	\$16.95
Joystick Splitter	\$3.99
Printer Cables from	\$9.50

Loads more leads in stock call for prices

### ST SOFTWARE DEALS

Beast 2	\$18.99
Falcon Collection	\$21.99
Final Flight	\$18.99
Flames of Freedom	\$24.99
Flight of the Intruder	\$24.99
Jimmy White Snooker	\$20.99
Lotus Esprit Turbo 2	\$18.99
Magic Pockets	\$18.99
MegaLo Mania	\$18.99
Mig 29 Super Fulcrum	\$27.99
Monkey Island	\$18.99
Rugby World Cup	\$17.99
Utopia	\$20.99

MAIL ORDER OR VISIT OUR SHOWROOM

## COMPUTERHOUSE

86 GEORGE ST., NEWCASTLE, STAFFS. ST5 1DN CREDIT CARD HOTLINE AND ENQUIRIES (0782) 711237. LOTS OF DISCOUNTS ON SOFTWARE AND HARDWARE INSTORE PUBLIC DOMAIN AVAILABLE OVER THE COUNTER FOR ST AND AMIGA

ALL PRICES INCLUDE VAT. PLEASE ADD \$2.95 P+P ON ORDERS UNDER \$30.00. ORDERS \$30.00 AND OVER P+P FREE. PLEASE ALLOW FOR CHEQUE CLEARANCE. ORDERS DESPATCHED SAME DAY WHERE POSSIBLE. E & OE. ALL ITEMS SUBJECT TO AVAILABILITY.

## DIAL · A · GAME

A GREAT NEW WAY TO BUY YOUR FAVOURITE SOFTWARE

SEND NO MONEY POST NO LETTERS  
INSTANT CREDIT INSTANT SERVICE

GODS PROBOXING ONLY £7.99  
LEMMINGS  
MAGICPOCKETS  
JWS WHIRLWIND SNOOKER  
SIM CITY/POPULOUS  
TV SPORTS FOOTBALL ONLY £9.99  
FLIGHT OF THE INTRUDER  
HERO QUEST/WITCH LORD £14.99

ALL GAMES ORDERED ARE DELIVERED TO YOUR DOOR,  
C.O.D. (CASH-ON-DELIVERY) WHEN SAFELY RECEIVED!

PHONE

**0850-348941**

10am to 6pm



With the **deluge** of beat 'em ups currently available, you'd be hard pushed to find anything **original**. So with an *Outrun* style map, true **parallax scrolling** and a decent storyline, it's **hacks off** to Empire.

**DEATH-BRINGER**  
EMPIRE

PRICE  
**£25.99**

OUT  
**NOW**

GRAPHICS  
**88%**

SOUND  
**80%**

DURABILITY  
**83%**

PLAYABILITY  
**79%**

OVERALL  
**80%**

KARN'S QUEST takes him over 30 levels of hacking and slashing - all across five different landscapes. The icy levels are home to ogres, giant chickens and sled-riding goblins. Watch out for thin ice or you'll end up in a watery grave.



THE VOLCANIC LEVELS see Karn facing baby dragons as they hatch from their eggs, trident-wielding goblins and acid pits.

**F**AILURE IS A TERRIBLE THING, especially when it has happened to the Society for Creative Armageddon and the League of Exceptionally Evil Wizards more times than either cares to mention. The source behind their dazzling display of mistakes, thwarted plans and non-events is one Karn the Barbarian, a half-witted, muscle-bound, bloodthirsty thug.

In an attempt to rid themselves of their nemesis, the two groups have pooled their resources and conjured up a terribly evil demon with no respect for social niceties (not only did it eat the sacrificial virgins, but half the members of the two groups as well). With its soul trapped into a huge sword destined for a mighty warrior to use against Karn, it unwittingly falls into the Barbarian's hands, much to the wizards' frustration.

Armed with the weapon designed to kill him, Karn sets off to return it to the wizards, in his own inimitable style.

# DEATHBRIN



FORESTS ARE A virtual menagerie for birds; crows, storks and ravens are all intent on pecking away at Karn, while some of the trees want to have their say as well.



IN THE DUNGEONS, Karn is assailed by ghosts, ghouls, spooks, skeletons and more goblins.





EACH LEVEL has two exits (to the right and left), both of which take Karn along a different route towards his goal. Waiting at the end of each level is the obligatory guardian, such as these giants.

THE FIRE-BREATHING DEMON is another of the end of level beasts and can't wait to turn Karn into barbecued meat.



## THE WORD

UNFORTUNATELY, THERE ARE A LOT OF THINGS knocking *Deathbringer* down and not a lot pushing it back up again. One thing it does have in its favour is its look. The graphics are superb, the parallax scrolling is one of the best seen on the ST and the sprites and backdrops are excellently detailed. The biggest problem lies in the difficulty setting. The main levels aren't too bad, it's the end of level bad guys

that are all wrong. Each one has its own pattern and until you find it, they are almost impossible. Once you have found it though - yep, you guessed it - they're too easy.

*Deathbringer* does have a certain raw attraction to it (what could be more fun than

whiling away half an hour or so, hacking small creatures to bits?) and has a few nice features: the soul-hungry sword that takes over control and the *Outrun*-style route map to name but two. As a game it's really only lacking one thing, a sense of contact. The absence of any visual sign of injury to the bad guys may sound petty, but it really does add something to a hack 'em up's atmosphere. Without it, *Deathbringer* is thrust back into the rest of the pack, instead of slicing its way to the front.

**Paul Presley**

# GER



CAVES ARE SIMILAR to dungeons, except the survival rate here is lower, as the bad guys are much tougher. Watch out for the ball-and-chain-throwing goblin, the stone-spitting creature and even some of the rocks.



THE DEMON WITHIN Karn's sword has to be fed regularly, with the soul meter (along the top of the sword) showing how hungry it is. Should this drop too low, it will fight Karn for control of the sword and start searching for food. Should it drop even lower, it will start feeding on Karn.





Film licences are notoriously **dodgy propositions**. Mike Pattenden rolls the programming credits on the latest of Bruce Willis' movies to be **immortalised in pixels**.

**HUDSON  
HAWK**  
OCEAN

PRICE  
**£25.99**

OUT  
**NOVEMBER**

GRAPHICS

**85%**

SOUND

**70%**

DURABILITY

**81%**

PLAYABILITY

**85%**

OVERALL

**85%**

**I**F YOU WERE A SOFTWARE DEVELOPER, what kind of game would you base around a would-be burglar? All that jumping around, diving about, crawling and bumping off security guards? It has to be a platform game really, and that's precisely what *Hudson Hawk*'s programmers have come up with.

A diminutive Bruce Willis has to stop another gang of burglars, the Candy Gang, who are out to get him and destroy the world by making gold using Da Vinci's famous old machine. Willis has to make his way through a variety of locations stealing famous artefacts before he can get to grips with the opposition.

There are three levels, each divided into four stages and all set against the clock. You begin in Rutherford's Auction House, where Willis has to steal The Sforza, a Da Vinci sculpture of a horse, before progressing to the Vatican for the second level and finally onto the celebrated old scribbler's castle.

Throughout the game he is assailed by various nasties such as dogs, guards, nuns, photographers and rats which he can either punch or throw a softball at. Alternatively, he can crawl and jump around them using the various objects around the screen. Scattered around are health-reviving items which top up the power meter and clocks which restore precious time.



**BEFORE YOU CAN BREAK INTO** the auction house, you have to shimmy across a rope bridge above a neck-breaking drop. This is the first introduction to one of the game's more difficult manoeuvres.



**DOWN IN THE AUCTION ROOM DUCTS** you'll find your first dachshund waiting for you. Getting nipped by one of these does Willis far more harm than a good mauling at the hands of a rottweiler.

# HUDSON HAWK



**INSIDE RUTHERFORD'S AUCTION ROOMS** - but where's the safe? Well, where do they always hide safes in films?



**YOU'VE FOUND THE SAFE,** now you have to crack the combination. Anyone could do it – even Bruce Willis.



**YOU'VE GOT THE HORSE:** it's not any old nag, mind you – Da Vinci called it *The Sforza*.



**ON TO THE SECOND LEVEL** in the Vatican. This one begins among the Pope's fan letters in the mail room. Shifting the various packages around is a good way to climb over larger obstacles.



**ON THE VATICAN ROOF,** puffs of smoke regularly appear. These clouds are considerably more solid than the real thing.

**ANOTHER PRECIOUS ART TREASURE** in the bag – a volume of Da Vinci's doodles known as *The Codex*.



## HUDSON HAWK – THE MOVIE

LIKE *TERMINATOR 2*, *Hudson Hawk* was way up in the budget stakes (somewhere around \$75m). Although this was well over the original estimates, it never looked like having the same pulling power as Arnie's blockbuster.

In the same way that the Schwarzenegger sequel was conceived as a vehicle for its leading man, *Hudson Hawk* was tailor-made for the wisecracking Bruce Willis who plays a reformed cat-burglar. The film was besieged with problems – production in Czechoslovakia

was halted because of political unrest, original co-star Maruschka Detmers was taken ill and Willis and director David (Heathers) Lehmann clashed consistently; rumour had it that the actor wanted to run the show.

Some spectacular stunts, including a hang-gliding scene with a home-made rig, have done little to spark a film which is mostly played for laughs. Critics in the US hammered it; and although it fared little better over here, it still bombed within weeks of the launch.

## THE WORD

JUST BECAUSE A FILM hasn't been a runaway box office success, it doesn't necessarily mean that the game will suffer the same fate. *Hudson Hawk* doesn't deserve to go the same way as its celluloid counterpart, though you'd be hard-pushed to find anything original about it. Nevertheless, there are plenty of nice touches and the gameplay, although tough, is still entertaining enough to hold your attention. The trouble is, it's so tough in places that you wonder if there was really any need to have a clock running down to make matters harder. Another gripe is that the controls and the fussy detection make it frustratingly hard to jump and swing across spaces or mount ladders under pressure. The game's cartoon figures and comic touches give it a real lift. Willis is depicted as a squat character with sunglasses, but when he is caught in the glare of a spotlight or by a camera they fly off and his dazzled eyes pop out. Other animated figures are also endowed with nice humorous touches,

**An entertaining platform game which outperforms its movie counterpart**

particularly the rottweilers which savage Willis at regular intervals and the wizened janitors sporting brooms. Impressive stills of the artistic treasures break up each level. In translating *Hudson Hawk* into a game, the game's developer, Special FX, has put together a neat, if unspectacular, piece of software which will appeal to arcade fans without ever winning any awards for originality or excellence in design. Having said that, it has a far greater chance of carrying them off than its celluloid counterpart.

**Mike Pattenden**



Laurence Scotford **dives into** the sequel to MicroProse's classic submarine simulator and **blows all his tanks over it.**

**SILENT SERVICE II**  
MicroProse

PRICE  
**£34.99**

OUT  
**NOW**

GRAPHICS  
**88%**

SOUND  
**90%**

DURABILITY  
**92%**

PLAYABILITY  
**85%**

OVERALL  
**90%**

# SILENT SERVICE II

"ENEMY SHIPS AT 240 DEGREES, Sir, range... 10,000 yards!" It's 1944, the War in the Pacific is at its height and it's your first time out as a US Navy submarine commander. It could also be your last. On a routine patrol you've come across a Japanese Carrier Group. They haven't spotted you, but if they do you're in trouble: they've got a lot more firepower than you and they're faster.

What do you do? Do you attempt to pick off one or two ships and then make an escape? Do you make a brave stand against the whole group? Or do you dive to escape sonar and radar detection and slip silently away? Those are exactly the sort of decisions you will have to make continually in *Silent Service II*, the sequel to the classic submarine sim. *Silent Service* wasn't short of atmosphere, but its younger brother makes use of the ST's advanced features to enhance this even further.

*Silent Service II* doesn't emulate the all-singing all-dancing modern submarines seen in films such as *The Hunt For Red October*, but the less sophisticated submarines that helped America to win the war in the Pacific in World War II. These are boats with a test depth of no more than 400 feet and a maximum speed of 20 knots. On top of that, World War II submarine commanders were forced

to work with primitive analogue targetting computers and frequently faulty torpedoes.

Unlike MicroProse's aircraft simulations, where the main requirement is careful planning backed up by lightning reactions, commanding a submarine calls for even more meticulous planning, continual strategic decisions, and a lot of patience. If you get caught by a Japanese ASW (Anti-Submarine Warfare) ship you may have to stay submerged for some time during which you dare not proceed at more than a crawl for fear of triggering a potentially fatal depth charge attack.

*Silent Service II* offers a wide range of playing options, from a series of single battles, based on historical encounters, through to a complete war career. Additionally, there are four levels ranging from Introductory, where the enemy is stupid and you get a ridiculously high percentage of hits, through to Ultimate, in which you've scarcely left port before you're dogged by ASW ships.

As well as adjusting the difficulty level, you're also free to choose between historical or flawless torpedoes. Go for the accurate option and you'll find many of your shots prematurely exploding or failing to go off at all, which can be frustrating if the target escapes as a result.

MUCH OF *SILENT SERVICE II* is played on the strategic chart. This shows the position of your submarine and the position of all known vessels. The colour indicates whether the contact is visual, radar or sonar, and the wale indicates speed and heading. The torpedo indicators and those below the chart can be switched off to provide a wider viewpoint. Additionally you can zoom in to see the action in detail.



WHEN ENGAGING ENEMY SHIPS on the surface, the Target Bearing Transmitter is used to set your torpedo course and to align the deck gun. Although most of your engagements will be handled at periscope depth, your greater speed on the surface and the possibility of using the deck gun can be useful, especially when engaging unarmed or poorly-armed Merchantmen.



USING THE PERISCOPE is the easiest method of identifying and targetting enemy ships. Your submarine carries a built-in analogue targetting computer which automatically calculates the correct heading for your torpedoes, all you have to do is make adjustments for the target turning.

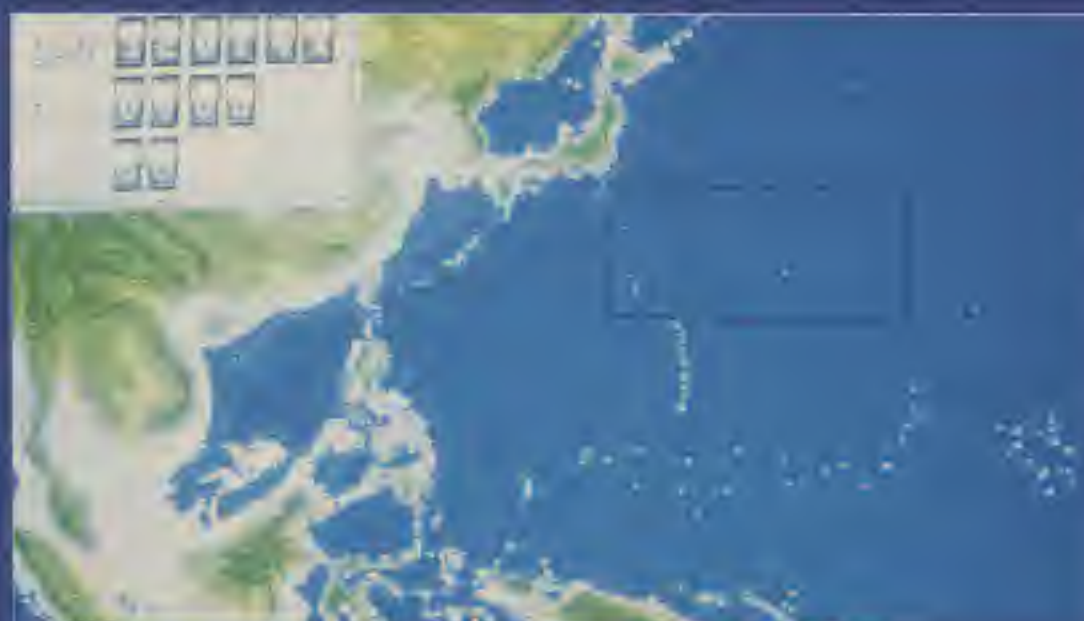


THE GAUGES PROVIDE essential information such as Depth Under Keel (how much water there is between you and the ocean bottom) and how much charge remains on the batteries, so it's essential to make regular checks - even in combat!

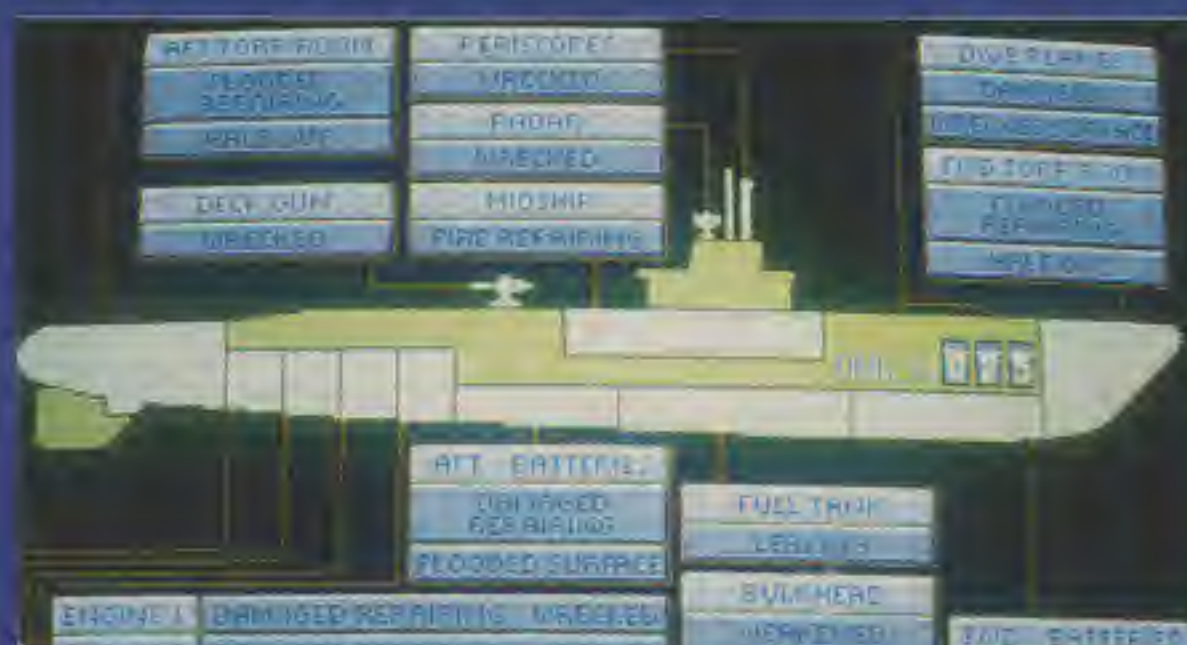




IF YOU GET CAUGHT in a depth charge attack, hit by shells, or collide with another vessel or the ocean bed you'll suffer damage, as indicated by the damage screen. As well as the overall percentage damage, individual faults are indicated.



IF YOU PLAY A SINGLE PATROL or war career you initially guide your submarine using the cursor keys over the chart of the Pacific. Once you encounter (and decide to engage) enemy shipping you switch to the standard close view chart. While you're playing, the war unfolds exactly as it did between 1941 and 1945 - you're given regular war updates to inform you of the latest events.



AS WELL AS THE ATTRACTIVE and realistic views through the periscope and bridge TBT, there are optional animations for sequences like the firing of torpedoes and depth charge attacks, but, while these are attractive to begin with, they soon become repetitive. There are also occasional static screens like this one when you enter port.

EXCEL YOURSELF DURING A WAR PATROL and you get a medal for valor (whatever that is... oh, valour!). Don't do quite as well and you get one of these polite notes from your boss! Get back out there and sink a few Japanese ships!

## A BRIEF HISTORY OF SUBS

- 287-212 BC Greek mathematician Archimedes discovers the principle that states the force suspending a body partially or totally in water is equal to the weight of the fluid displaced. Archimedes' Principle is essential to submarine technology.
- 1620 Cornelius Drebbel treats first submersible vessel: a wooden frame covered with greased leather.
- 1776 David Bushnell invents Turtle, the first submarine used in warfare. A one-man vessel, driven by hand-powered screws.
- 1861-1865 Confederate forces produced several submarines for use in the American Civil War.
- 1880 Reverend G.W. Garrett builds the first steam powered submarine.
- 1890 John P. Holland and Simon Lake simultaneously invent the forerunner of the modern submarine driven by petrol engines on the surface and electric motors when submerged, and armed with deck guns and torpedoes.
- 1914-1918 German U-Boats prove effective as military vessels.
- 1939-1945 Submarines again prove to be deadly weapons against shipping, particularly in the naval war in the Pacific between Japan and America.
- 1955 The USS Nautilus, the world's first nuclear powered sub is launched.
- 1958 Nautilus becomes the first vessel to voyage under the polar ice cap.
- 1960 Present day submarine technology advances quickly, giving rise to specialised salvage, rescue, and exploration submersibles, and more advanced military submarines carrying Polaris, Poseidon and ultimately Trident nuclear ballistic missiles.

## THE WORD

LIKE MOST PROLIFIC PUBLISHERS, MicroProse has released some dud software in its time, but it really can't be faulted on the quality of its simulations - and *Silent Service II* is one of the best yet. If you are prepared to take some time with this game, I guarantee you'll be hooked within the first few hours of play. The presentation of the product throughout is superb, with highly realistic views through the

periscope and from the bridge and atmospheric sound effects. The soundtrack even makes up for the tedious loading time. The documentation is up to the usual excellent MicroProse standard and includes two detailed tutorial sections, backed up by a simple tutorial game on the disk. This should be enough to acquaint even the slowest players sufficiently well with the controls to undertake a real mission. Parts of the submarine's controls can be operated with the joystick or mouse, but I suspect

**You won't get nearer to the real experience on an ST**

that most players will prefer to stick to the keyboard, which is by far the easiest way of controlling the game. The variety of difficulty settings, the choice of historical or flawless torpedoes, and the ability to play short games or a whole campaign mean that *Silent Service II* caters effectively for a wide range of players, and will prevent the game's appeal from palling to quickly. If you get too good you can always try to play again with an old 'S class' submarine, which should be enough to challenge anybody. If you have some patience and enjoy in-depth games then try this: you'll be hard-pressed to find an experience as long-lasting and engrossing as this one.

**Laurence Scotford**



When the evil **Dr. Maybe** threatens to take over the world by stopping Santa from delivering all his toys, there's only **one fish** for the job.

**ROBOCOD**  
MILLENNIUM

PRICE  
**£25.99**

OUT  
**EARLY NOV**

GRAPHICS  
**91%**

SOUND  
**89%**

DURABILITY  
**93%**

PLAYABILITY  
**94%**

OVERALL  
**93%**

# ROBO

**H**AVING BEEN FIN-ISHED off by everyone's favourite secret agent fish at the end of *James Pond*, the des-pike-able Dr. Maybe haddock go and get his revenge by taking over Santa Claus' toy factory, right at the heart of the North Pole.

His plan is to make every toy in the world evil, using them to hold the world to ransom to the tuna \$1,000,000. Fortunately, F.I.S.H. has learned of his plans and has dispatched its top agent, James Pond, to the far-off snowy place to stop him.

Because this looks like being such a tough caper though, James has undergone some mechanical sturgeon-ry, turning him into that bass-tion of fishy law and order, RoboCod.



ROBOCOD STARTS HIS MISSION outside Santa Claus' tower, home to over 70 levels of madness and mayhem. The four doors with question marks lead to four end-of-level guardians, each of which has to be defeated before RoboCod can take on the evil Dr. Maybe.



OTHER BONUSES are contained in these *Marin*-style blocks. Pushing them from below reveals their contents (which aren't always good). The larger blocks (covered in question marks) are harder to get to, but offer a greater bonus, or danger.



THE LEVELS ARE MADE UP of a series of worlds; the higher the level, the more worlds you have to conquer. Each of the levels has a particular theme, for instance this is the sports level...



...this level is based on games...



...and this one on confectioneries. Hidden bonuses abound, including the icing container. They are also just lying around, but aren't always easy to get to.

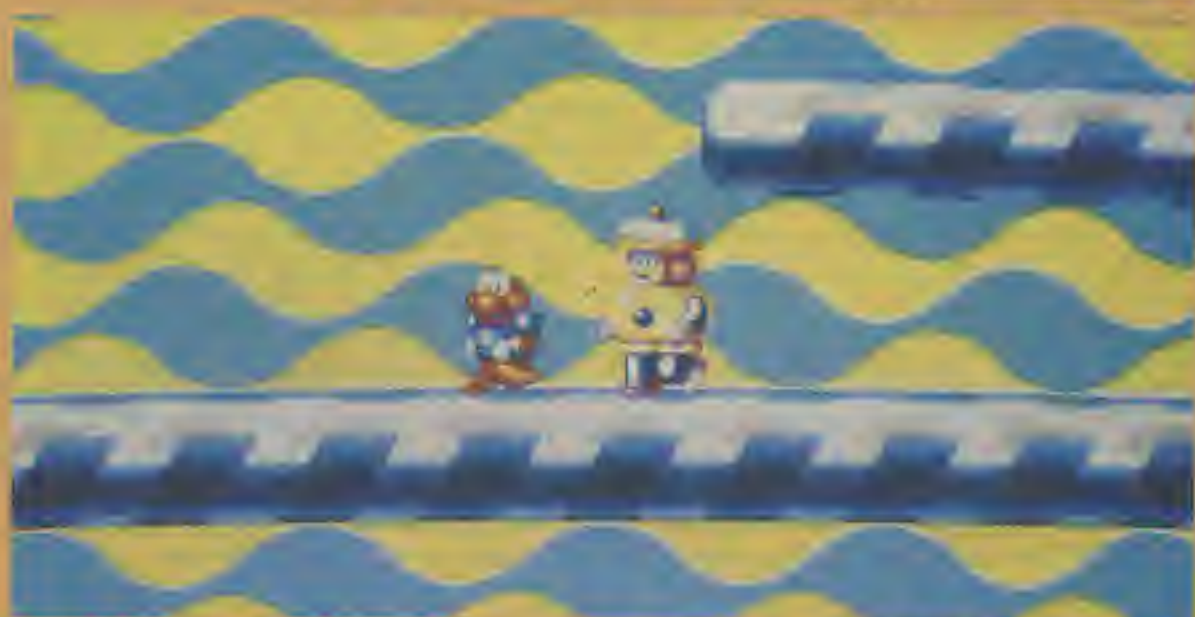


# ROBOCOD

ROBOCOD HAS TWO weapons at his disposal, an extendi-head and a turtle-like shell. Ducking inside his armour makes him impervious to attack while moving, while stretching his head into the clouds allows him to climb to the parts other fish cannot reach.



ONE OF THE HIDDEN bonus rooms is made entirely of jelly. Contact with the walls, ceiling and floor causes RoboCod to bounce out of control and makes mapping a virtual impossibility.



SANTA'S TOWER is infested with enemies of all shapes and sizes. In the sweet-worlds, Robo has to contend with hordes of angry Bertie Bassetts, while in the vehicle level, he has to face angry mobs of cartoon trains.



EACH WORLD IS COMPLETED by finding both the exit and the penguins. You can only leave each world once enough penguins have been found (which is shown by the light on the exit pole flashing). Be warned though, not every exit is the best to take, there may be others on the level that lead to all sorts of bonuses. As a rule, if an exit is easy to get to, don't trust it.



THE GUARDIANS are mean old bu\*\*ers, 10 times the size of Robo and 10 times as tough. Fortunately they always stick to a pattern, so a quick study of their route, followed by a jump on top of their heads should ensure a timely end for them.

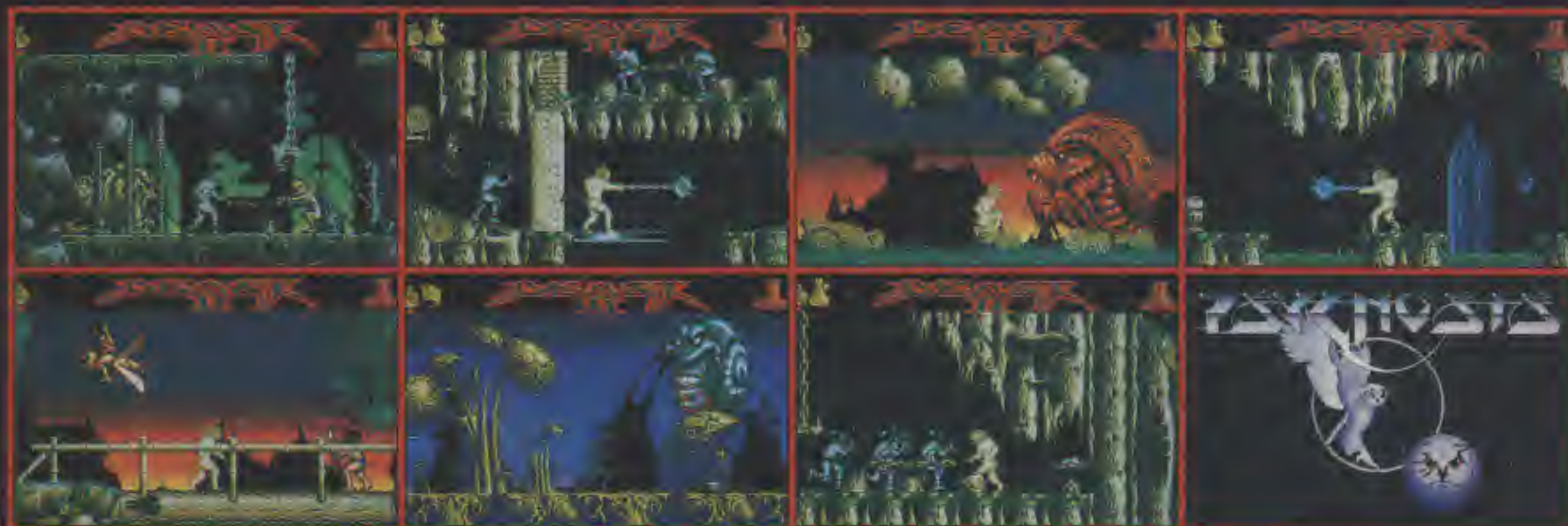
## THE WORD

TAKE A HEALTHY DOLLOP of *Super Mario World* from the Nintendo Super Famicom, add it to a liberal dose of *Sonic The Hedgehog* from the Sega MegaDrive, put it all onto a computer and hey presto, you've got *RoboCod*, *James Pond II*. If you longed after conversions of the aforementioned games ever since their pictures started appearing in all the console mags, you've finally got something to match them.

There is so much in *RoboCod* it's almost unbelievable. With secret doorways, bonus points, extra lives, bonus levels, the term "every time you play it you discover something new" has never been more true. There are certain features that could have been improved (or ripped off more accurately): being able to choose from more than just two levels at a time, more cunningly hidden bonuses on the tower screen, not having to start each level from the beginning every time you die. Absentees notwithstanding, *RoboCod* is one of the most addictive games to date and consequently one of the best. The graphics are soooo cute and the tunes range from a brilliant parody of the *RoboCop* theme tune to a jolly Christmassy score. *RoboCod* may never win any awards for originality, but it does take some of the better features of the best of the current arcade crop and wrap them into an unputdownable package. Suffice to say, if you only buy one arcade game this winter, buy *RoboCod*.

Paul Presley





New  
on the  
Atari ST

## THE BEAST IS BACK!

THE SEQUEL TO THE TOP SELLING AMIGA GAME OF 1989

THE CONFLICT CONTINUES...

Your deadly struggle for freedom against the dark forces of the Beast Lord is now but a painful memory. You try to forget the anguish of the past by concentrating on your prize for success in the bloody battle: the return of your humanoid body.

But as you slowly adjust to your newly-won physique, the pain you thought gone is about to return... The Beast Mage has kidnapped your sister! She must be rescued before she falls foul of his dark arts. You journey to a hostile alien world to face the malevolent hosts of the Beast Mage and interact with more friendly characters to learn of your unfamiliar surroundings.

You must fight your way through many enemy-infested levels collecting and using weapons and objects to aid your crusade towards conflict with the Beast Mage... before he makes your sister his own!

*Screen Shots from the Atari ST*

PSYGNOSIS, FREEPOST, LIVERPOOL L3 8AB. Telephone 051-709 5755



Having been **on the ball** with its **Manchester United** licence, Krisalis puckers up with a spot of **ice hockey**

THE **One**  
REVIEW

**W**ITH MANCHESTER UNITED EUROPE in a league of its own as far as the charts go, Krisalis has realised that it's on to a winner with its side-on management/arcade sports format. Rather than exploit the football format any further (though no doubt it will return to it eventually) Krisalis has chosen to apply the same technique to a game with a similar format (pitch, players, goals), namely ice hockey.

*Face-Off Ice Hockey* is played in a similar way to its football precursor with the game divided into arcade and management sections or a combination of the two, so the mechanics of set-up and play will be familiar to fans of Manchester United. If you decide to combine the two elements you must first choose a manager, country and name before selecting a combination of players, a training programme for them and even some pre-match entertainment.

Matches take place on a group



## FACE-OFF Ice Hockey Krisalis

PRICE  
**£25.99**

OUT  
**NOW**

GRAPHICS

**79%**



SOUND

**70%**



DURABILITY

**73%**



PLAYABILITY

**80%**



OVERALL

**74%**

# FACE-OFF ICE HOCKEY

qualification format with teams progressing towards a final. If you choose the management option only, you simply see the scores displayed, otherwise you play each match out in the arcade section.

Matches are divided into three periods and you can dispense with the referee if you want to make things a little more, erm, physical. Otherwise the control system follows that of Manchester United Europe with players in control of the ball able to shoot, pass and cross-check (thump) an opponent by stabbing or holding the fire-button down depending on their relation to the puck. It's simple to grasp and works effectively.

Other features include a sin bin for offenders, action replays for goals and instant



PREPARE FOR THE FACE OFF when the referee appears and hit the fire button when it says go. First one in gains control of the puck.

FOULS RESULT in penalties, with players facing off in the part of the pitch where the offence took place.





**CROSS-CHECKING A PLAYER** results in a foul if the referee is in operation. Players wade into each other and an enlarged shot appears identifying the guilty parties. The original transgressor is then dispatched to the sin bin.



**THE OPTION ICONS** allow you to load a saved game, scan the fixtures, alter the length of matches (up to as much as 20 minutes) and access the various teams' stats.

**IN THE MANAGEMENT SECTION** you can identify injured players (doctor's bag) and send them for treatment; organise tactics (blackboard); organise training to strengthen individual players' weaknesses (dumbbell) and even choose a spot of pre-match entertainment (inebriated player).

	POSITION	A1	TIRE
ARGENT 1950			
H. OLAFSSON			
I. JOHNSON			
O. LARUSSON			
T. PARRER			
W. VIDARSSON			
H. LEIFSSON			
G. HELGASON			
V. SVENSSON			
M. LAMDAL			
M. ODDSSON			

## TEN INCREDIBLE ICE HOCKEY FACTS

- 1 Modern ice hockey was invented by Englishmen in Canada when a game was played on a frozen expanse of Kingston Harbour, Ontario in 1860. Its origins lie with a game played by American Indians.
- 2 The first players were Crimean War Veterans engaged in a regiment of the Royal Canadian Rifles.
- 3 The McGill University Hockey Club, founded in 1893 in Montreal was the world's first recognised team.
- 4 The Stanley Cup, named after a Governor General of Canada, is the sport's oldest and most prestigious trophy.
- 5 Ice hockey was introduced into the Olympics in 1920 - unsurprisingly, it was won by Canada.
- 6 Canada was the dominant country at Olympic level until 1956 when the Russians broke through.
- 7 Britain won Olympic gold for the first time in 1936 at the infamous Berlin Olympics.
- 8 Ice hockey is recognised as the world's fastest team sport.
- 9 Bandy is the name given to a variant of ice hockey which is played with a ball and curved stick.
- 10 The Montreal Canadians hold the record for the most Stanley Cup victories.



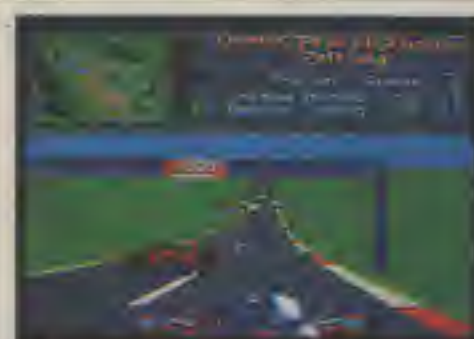
**SELECT A COUNTRY** to manage and a name for the man in the suit.

## THE WORD

**A less than successful attempt to capitalise on the appeal of Manchester United Europe**

**Brian Nesbitt**





**VROOM** offers you supreme arcade-action and assures you of a racing game of exceptional smoothness and speed! Unique graphic environments and realistic sound effects are combined with incomparable control...

#### FEATURES:

- 3D perspective of the racing track
- arcade and competition levels
- controls: mouse or joystick
- possibility of practice laps and qualifying rounds
- save option available for championship races
- possibility of being connected to another computer

#### UBISOFT U.K.

Saddlers House, 100 Reading Road, Yately, Camberley, Surrey GU17 7RX

**0252 860299**

## WANTED



USE YOUR  
**VOICE**  
TO  
OUTDRAW  
THE  
GUNFIGHTER

DEAD  
OR  
ALIVE

CASH PRIZES

**0898  
31 3590**

## ALIENS



Can You  
Kill  
The  
ALIENS  
For  
CASH  
PRIZES

**0898  
31 3573**

If you are under 18 years of age please obtain permission of whoever pays the phone bill.  
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

## ATARI ST/STE - AMIGA

Games for **REVIEW** or **PURCHASE**  
**TRY** before you **BUY**

At least **15% off** all software Guaranteed Originals  
We have the **LOWEST Membership & Review Fees** of  
any ST & Amiga Club

Swop your originals in our **SWOPSHOP**  
From only **£2.50** a title

#### SPECIAL NOVEMBER OFFERS FOR NEW MEMBERS

New releases added **WEEKLY**  
Monthly Newsletter plus lots of  
Membership Interaction

Please enclose **LARGE S.A.E.** + **30p** stamp to:

Cum-Com Software (International),

Dept THO, Gardener's, 63 Kings North Road, Ashford, Kent TN23 2HZ

Please state format.

## ATARI REPAIRS

- ★ Over 10 years experience with Atari computers
- ★ 20 qualified technician engineers at your disposal
- ★ Most computers will be turned around in just 24 hours!
- ★ Prices include full service check, overhaul and soak-test
- ★ All repairs covered by a 90 day warranty

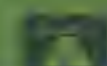
★ ★ Simply send your machine along with a £15 diagnostic fee ★ ★  
and we will send you a written quote for the cost of repairing your machine, typically £45.00

*How to take advantage of this exceptional offer:*

Simply send or hand deliver your machine to the workshop address detailed below, enclosing payment and this advert and we will do the rest. (If possible, please include a daytime telephone number and fault description).

#### WTS ELECTRONICS LTD

Studio Master House, Chapel End Lane, Luton, Beds, LU4 8EZ.  
Telephone (0532) 491949 (4 lines)



**FAST TURNAROUND  
COMPETITIVE PRICES**





**Jools Watsham** may not look much like **Arnie Schwarzenegger**, but he knows how to fight **dirty**, which makes him a perfect **contender** in Domark's latest coin-op conversion.

**PIT FIGHTER**  
Domark

PRICE  
**£24.99**

OUT  
**NOVEMBER**

GRAPHICS

83%

SOUND

79%

DURABILITY

78%

PLAYABILITY

83%

OVERALL

**82%**

It's illegal, it's dirty and it's full of bloody, sweaty men! No, it's not *The One's* editorial office, but the most popular underground sport. Pitfighting attracts not only the sort of people who think that boxing is a game for sissies, but also plenty of unscrupulous backers. Thousands of pounds are placed on every fight and if you do well you're awarded a brutality bonus, which usually means making some serious cash.

You're fighting for the championship, and there are seven fighters to beat before you can battle it out with the sinister Ultimate Warrior. Each fighter has his (or her) own unique fighting style whether it be clean or dirty, and it's usually dirty; take Mad Miles for example, he spits on you when you're down, yuk!

You can play with one of three fighters, Buzz, Ty or Kato. Each has their own strong points like wrestling, kick boxing or karate. Fortunately you won't have to rely on your natural skills alone. There are weapons lying around the arena which can be used by whoever gets to them first. Just make sure it's you.



# PIT FIGHTER

WHEN THE ACTION STARTS, it's all out for glory. Punch, kick and basically do anything to beat your opponent. The great thing is that when someone's on the floor you can still inflict punishment on them, but remember they can do the same to you! Watch the energy bar at the top of the screen; when this is down to zero you've won, or lost, depending on whose bar is depleted.



SECRET FIGHTERS		
<b>BUZZ</b> HE FIGHTS WITH 6'2" WRESTLING -POWER- BODY SLAM HEAD BUTT TIE DOWN	<b>TY</b> KICKBOXING CHAMPION 6'0" WRESTLING -SPEED- SPIN KICK FLYING KICK ROUNDHOUSE	<b>KATO</b> JUDO 6'0" WRESTLING -SPEED- COMBO PUNCH FLY KICK BACK KICK

OF THE THREE FIGHTERS Buzz is the wrestling hero, and can perform moves like the body slam, head butt and pile driver that are unthinkable to us nine stone weaklings. Ty is the professional kick boxer, who packs a kick that would leave Eubank speechless, and he has many more moves up his sleeve, such as the double-kick. Finally Kato (no relation to Inspector Clouseau), is the traditional karate expert and has his sights set permanently on the solar plexus.





IF PUNCHING AND KICKING get too much for you, you can always pick up the nearest object and throw it at someone. Crates, throwing stars and steel piping are among the items that are lying around waiting to be used.



WHEN ALL ELSE FAILS and repeated punches don't seem to be affecting your opponent, then you can always try your 'special move' (below). This is guaranteed to knock some serious energy off your opponent's energy bar. Each fighter has a different special move: Buzz has the body slam to keep the enemies at bay, Ty uses the trusty old rapid punches and Kato relies on the double round-house kick for a top-class result.



TO ADD A FURTHER COMPETITIVE ELEMENT to *Pitfighter* you have a 'grudge match' to play after every three matches. This consists of both players having to beat 10 types of hell out of each other in an attempt to get a total of three knock outs. In one-player games you get to fight a computer controlled replica of yourself.



THIS UGLY bunch is the opposition's line-up. All these characters have different fighting techniques - like Mad Miles who spits on you!



YOU MAY FIND that you can get away with standing around avoiding everyone while the other player does all of the work, but come the end of the round you'll also find that your 'brutality bonus' is zero, resulting in no cash and the reputation of a wimp - go and play something else instead.



AS WITH THE COIN-OP, there's an attract sequence that shows the training and strong points of each player.

## THE WORD

*PIT FIGHTER* ISN'T A GREAT COIN-OP, but development team Teque has not only converted it blow for blow, but has even managed to improve it! The graphics have been ported straight from the original and touched up to accommodate the smaller colour range. The scaling of the sprites, which looked so impressive on the coin-op, is included and conveys a nice illusion of depth. To keep your fingers

snapping there's a great 90s style soundtrack, taken from the coin-op and sounding just as good, along with the grunts and groans of the pain stricken fighters. Each player has a vast number of moves at his disposal that are implemented depending on the position of the opponent, from the back kick to the good old fashioned punch in the ribs - when the opponent is down of course! Control over the fighters is very nice indeed, although the action tends to slow down at stages when there are several large sprites on screen at once. Providing you're not of a squeamish disposition, you'll find this an entertaining and playable beat 'em up.

**A great beat 'em up - get it before it gets you!**

Jools Watsham





# ATARI ST

## 520ST-E DISCOVERY XTRA PACK

RETURN THE COUPON FOR A  
**FREE!** COLOUR CATALOGUE

<b>HARDWARE:</b>	
512K 520ST-E + MOUSE	£329.99
<b>ENTERTAINMENT SOFTWARE:</b>	
ANARCHY - Arcade Game	£19.99
DRAGONS BREATH - Adventure	£29.95
INDIANA JONES - Arcade Adv	£19.95
SUPER CYCLE - Racing Game	£19.95
<b>PRODUCTIVITY SOFTWARE:</b>	
CONTROL.ACC - Utility Software	FREE
EMULATOR.ACC - Utility Software	FREE
FIRST BASIC - Programming	£49.99
NEOCHROME - Art Package	£29.99
ST TOUR - Tutorial	£4.99
<b>JOYSTICK CONTROLLER:</b>	
ATARI CX40 JOYSTICK	£4.99
<b>PLUS! FREE FROM SILICA:</b>	
TENSTAR GAMES PACK	£219.78
PRODUCTIVITY PACK	£104.97
<b>TOTAL VALUE:</b>	<b>£334.54</b>
<b>YOU SAVE:</b>	<b>£65.54</b>
<b>SILICA: £329</b>	
<b>PLUS! FROM HOLIDAY ACCOMMODATION</b>	<b>£329</b>



**1040ST-E FAMILY CURRICULUM PACK**  
The Family Curriculum Pack comes with a 1040ST-E computer and mouse plus 5 software modules (3 titles in each), one for every age range. The combination of education, creative and business software from Atari, plus the FREE entertainment and productivity packs from Silica, makes for a package the whole family can enjoy!

1Mb 1040ST-E + MOUSE	£399.99
1. PLAY & LEARN	£76.50
2. JUNIOR SCHOOL	£50.54
3. GCSE REVISION	£55.54
4. BUSINESS COMPUTING	£159.85
5. CREATIVE COMPUTING	£134.97
<b>PLUS! FREE FROM SILICA:</b>	
TENSTAR PACK	£219.78
PRODUCTIVITY PACK	£104.97
<b>TOTAL VALUE:</b>	<b>£1210.23</b>
<b>YOU SAVE:</b>	<b>£811.23</b>
<b>£399</b>	
<b>SILICA PRICE - INC VAT + FREE DELIVERY</b>	

# ATARI 520ST-FM

## DISCOVERY PACK

# £279

INC VAT + FREE DELIVERY + FREE TENSTAR & PRODUCTIVITY PACKS

# ATARI ST - MORE THAN JUST GREAT GAMES!

# FREE! FROM WITH SILICA EVERY ATARI ST

## TOTAL FREE PACKAGE

**TENSTAR GAMES PACK**  
The TenStar Games Pack is THE software compendium for Atari ST owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The TenStar Games Pack is FREE! when you buy your ST from Silica Systems.

**FREE!** WORTH: **£219.78**



**FREE! SILICA SYSTEMS ST PRODUCTIVITY PACK**  
Every Atari ST from Silica comes with a FREE Silica ST Productivity Pack, worth over £100. This pack has been specially put together by Silica to help you to get to grips with the productive side of computing from day one. Each title has been tried and tested by tens of thousands of Atari ST owners who have begun word processing with 1st Word and programming with Atari ST Basic.

1st WORD - Worth £59.99  
SPELL IT! - for use with 1st WORD £19.99  
ST BASIC - with tutorial £24.99  
**TOTAL RRP: £104.97**

**FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION**  
Every Atari ST from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.

<b>TENSTAR GAMES PACK - £219.78:</b>	
Asterix - By Coktel Vision	£24.99
Chess Player 2150 - By CP Software	£24.95
Drivin' Force - By Digital Magic	£19.95
Live & Let Die - By Elite	£19.99
Onslaught - By Hewson	£19.99
Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
Rock 'n' Roll - By Rainbow Arts	£19.99
Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95
<b>PRODUCTIVITY PACK - £104.97:</b>	
1st Word - Word Processor	£59.99
Spell It! - Spell Checker	£19.99
ST Basic - Programming Language	£24.99
<b>TOTAL RRP: £324.75</b>	
<b>FREE! WORTH NEARLY: £325</b>	
<b>PLUS! FREE HOLIDAY ACCOMMODATION</b>	

## SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT COURIER DELIVERY:** Do all hardware orders shipped in the UK.
  - **TECHNICAL SUPPORT HELPLINE:** Team of Atari technical experts at your service.
  - **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
  - **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
  - **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
  - **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
  - **THE FULL STOCK RANGE:** All of your Atari requirements from one supplier.
  - **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
  - **PAYMENT:** By cash, cheque and all major credit cards.
- Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

**MAIL ORDER HOTLINE**  
**081-309 1111**

**SILICA SYSTEMS**

<b>MAIL ORDER:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	Mon-Sat 9.00am-5.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
<b>LONDON (SELFRIDGES):</b>	1st Floor, 369 Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
<b>SIDCUP SHOP:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm

To: Silica Systems, Dept ONE-0991-63, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND FREE ATARI COLOUR CATALOGUE**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: ..... Tel: .....

Which computer(s), if any, do you own? .....

©ACE - Advertised prices and specifications may change - please return the coupon for the latest information.



# AWESOME!

## WIN AN AMIGA 500, 20 MEG HARD DISC AND A MASSIVE 37" TV MONITOR!

THIS HAS GOT TO BE THE BIGGEST AMIGA COMPETITION THERE HAS EVER BEEN! NOT ONLY ARE WE GIVING YOU THE CHANCE TO WIN AN AMIGA 500 COMPLETE WITH 20 MEG HARD DISC AND JOYSTICK, BUT YOU'LL ALSO RECEIVE THIS ENORMOUS MITSUBISHI 37" TELEVISION! THIS WILL GIVE YOUR AMIGA GIGANTIC GAMES GRAPHICS, BUT YOU CAN USE IT AS A NORMAL STEREO TV TOO! THE PRICE OF THIS LITTLE LOT WOULD BE £4000, BUT WE'RE GIVING YOU THE CHANCE TO WIN IT ALL!



## CALL 0898 224 888 NOW!



## WIN THIS GRUESOME PREDATOR MASK!

## CALL 0898 224 889

Calls cost 36p (cheap rate) and 48p (at all other times) per minute including VAT. For winners list send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. 0898 calls are more expensive than normal so please ask permission before you call. Services involve a series of questions followed by a tiebreaker, the winner will be the entrant judged to have the best tiebreaker.



Is there room for another racing game? If it's as fast and playable as this is - Yes!

**VROOM**  
LANKHOR

PRICE  
**£24.99**

OUT  
**NOVEMBER**

GRAPHICS

**88%**

SOUND

**90%**

DURABILITY

**85%**

PLAYABILITY

**78%**

OVERALL

**87%**

# VROOM



**T**HERE ARE TWO TYPES of racing game: the simulator, which MicroProse seems to have wrapped up with the forthcoming *Grand Prix*; and the arcade type which programming team Lankhor has chosen to attempt here.

Vroom has three main driving modes: arcade, racing and training. The arcade mode allows you to control the cars with either joystick or mouse and the aim is to get the overall highest score; the

racing mode differs in that you can't use joystick control (which is easier by far) and the aim is simply to win the race. Finally, training mode allows you to choose any course and to practice with any amount of laps - to ease you into the control method.

If you get bored of thrashing the computer, you can link up your ST to your friend's and compete against each other - great fun!

## A CRASHING EXPERIENCE!



WHAT WOULD A RACE BE without the occasional crash? As you can see, the wheel goes flying if you happen to crash into a tree (not surprising really), then as quick as a flash it mysteriously materialises back and you're fit to re-enter the race.



ROAD SIGNS ARE A MAJOR HAZARD, especially if you're catapulted into them when you take a bend too quickly!



OTHER CARS are also an obvious obstacle. If you drive at 300kph up the back of another car you're sure to end up as a pile of scrap.



WHAT A PIT-Y, you've run out of gas and you have to make a pit stop. When you manage to enter the pit (as slowing down in time tends to be slightly difficult when travelling at over 300kph), pressing 'T' tells the pit attendant to change your tyres and 'G' tells him to 'fill it up'. Then you have the task of getting out without being hit by another passing car.



THE RACING OPTION puts you against 15 opponents, all computer-controlled. You start in Japan on the Mont Fuji Circuit followed by Austria, France, U.K., Sweden and finally U.S.A (although the manual refers to these in a different order!). Apparently the circuits are identical to the real thing apart from added slopes, trees and bushes. You can choose between manual or automatic gears: with manual allowing use of six gears.



IN TRUE FORMULA ONE STYLE, a qualifying lap is required before each race. You're placed at the front and have to make a respectable fastest lap time if you want to qualify with a good grid position.



AS WITH MOST CAR SIMULATIONS there's an overhead map to help you out. This is extremely accurate and proves to be a bit of a life saver since you can see the little black dot that represents your car approaching hairpin bends. Other cars aren't indicated, so a few glances in the side mirrors might prove to be a help.

## THE WORD

AS WITH EVERY RACING GAME, Vroom's computer-controlled opponents are all perfect and able to take the sharpest of corners with ease. Although this is frustrating, it also adds a sense of competition and makes you more determined to catch up with them and to eventually overtake. The first thing that will strike you about Vroom is the speed – it feels great when you zoom away from a crash and go

through the gears at high speed. The surrounding graphics and cockpit are more than functional and convey a

**A fast and fun Formula One game**

realistic feel; that along with the sound effects generates a sense of 'being there'. The option of no joystick control on the racing and training modes alters the overall gameplay drastically – it's so much easier to handle with a joystick and too sensitive with a mouse. You can always stick to Arcade mode, but the provision of joystick control in the racing option would have made the game so much better.

**Jools Watsham**



# THE BEST HAS GOT BETTER



# TURBO CHALLENGE-2

Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990. The best just got better with the release of Lotus Turbo Challenge 2.

- Synchronised play for up to four drivers with computer link.
- One player full screen imagery.
- Hair raising new hazards - rain, lightning, fog, snow, computer traffic, tunnels, bridges and level crossings.
- A chance to race across the USA.
- A choice of the sleek Turbo Esprit or the new stylish Elan softop.
- 8 death defying stages with over 60 Check Points.



Available on:-  
AMIGA/ATARI ST/STE

Approved and licensed  
product of Group Lotus plc.

Screen shots from various formats:



Gremlin Graphics Software Ltd., Carver House, 2-4 Carver  
Street, Sheffield S1 4FS. Telephone (0742) 753423.



93%



96%



91%





The **oldest** arcade game imaginable has been given a **facelift** for today's gamers. With a heavy, monotonous **thumping** in your ears prepare to face...

THE **One** REVIEW

# SUPER SPACE INVADERS

**Y**OU KNOW HOW IT IS. There you are, sat behind the monitor desk in your Earth Defence Outpost building, when suddenly, during a particularly lean lunch hour, there's a full-scale alert. Aliens are invading, descending from the sky in straight lines. How will the Earth survive?

Fortunately they've got one last hope - you (or you and a friend if you want two players). Armed only with your trusty space cannon, it's up to you to blast those alien mothers outta the sky and back into the furthest reaches of the galaxy. Yee-ha!



THE CARTOON INTRO SEQUENCE sets the scene nicely. A lone defender of Earth is left to fight off the alien invaders, by himself with no one else to help him, unless you pick two players.

## THE WORD

I NEVER THOUGHT that one day I would end up reviewing *Space Invaders* but, here it is, re-vamped and re-released for a '90s audience - which is a shame, because no matter how hard you try to see it otherwise, *Space Invaders* is a '70s arcade game. OK, the graphics are better and there's a variety of weapons and alien styles to encounter, but *Space Invaders* is still just *Space Invaders*. There are a

few original ideas thrown into Domark's interpretation, such as the strange bovine-rescuing level and the extra weapons, but there isn't really enough to take your mind away from the overly simplistic gameplay. *Super Space Invaders* is one of those products that usually comes along once a year, has a very strange and unique idea and fails to pull it off. If you really want a bit of nostalgia, grab a couple of 10ps and find an old arcade version.

**Space Invaders through and through, much to its disadvantage**

Paul Presley



**DIFFERENCES** FROM the original game are notable from the second wave onwards. When you shoot an alien, the ones above it fall into the gap that's left. From the third wave, they grow to fill the space left by dead aliens.

**WHEN YOU SHOOT** the mother ship that periodically flies across the top of the screen, an *Arkanoïd* style bonus pellet falls from the sky. Bonuses include extra shields, lasers, multiple bullets and the time-stop which sends a butterfly across the screen.

**AT THE END** of each level is the wacky bovine section. Your task is to defend all the lovely cows from the alien invaders.

## SUPER SPACE INVADERS

DOMARK

PRICE  
**£24.99**

OUT  
**NOW**

GRAPHICS

**80%**



SOUND

**75%**



DURABILITY

**72%**



PLAYABILITY

**70%**



**OVERALL**

**73%**



Famous for its **tea parties**, the Red Sox and a bar where everybody knows your name, Boston is also home to one of the **weirdest societies** since the Freemasons.



# BOSTON BOMB CLUB

**BOSTON BOMB CLUB**  
SILMARILS

PRICE  
**£25.99**

OUT  
**NOW**

GRAPHICS  
**80%**

SOUND  
**75%**

DURABILITY  
**82%**

PLAYABILITY  
**84%**

OVERALL  
**83%**

**I**N THE LATE 19TH CENTURY, there was a club in Boston that was so secret, so exclusive, you needed to bare your left nipple and stick your finger in your ear just to gain admittance at the door.

Once inside this secret society, you were likely to meet all manner of mad scientists, great thinkers and wacky professors as they gathered around pool tables, stacked high with the most bizarre mazes you'd ever seen: gutters, trampolines, cog wheels,

chains and even toilet bowls all went into making these contraptions.

With the maze complete, bombs are rolled onto it while the club members would move junctions around and turn wheels, all the time trying to guide the bombs into the bucket of water at the end before they explode.

Okay, you've bared your left nipple and stuck your finger in your ear, so welcome to the wonderful world of the *Boston Bomb Club*.



**SEE THAT GROOVE?** That's what carries your bomb from the cannon to the bucket of water at the end. What's stopping it are all the junctions, barriers and other obstacles that are constantly manipulated by your opponent with the white moustache.

**THE TARGET IS YOUR TARGET** (ho ho). Once a bomb reaches it, it's doused in water and removed from the track, ready for the next one. You just have to get one bomb to the end to progress a level, but on certain levels you'll need to use more than one bomb to achieve this.



## THE OBSTACLES



### GATES

Click on these to block off a different exit.



### LOCKED GATES

Run across the small red button and the gate changes.



### JUNCTIONS

Rotate to continue the groove in a different direction.



### RANDOM JUNCTIONS

Change to a random section of track when activated.



### TRAMPOLINES

Caution the bomb to jump the indicated number of squares.





NOT ALL OF THE WATCHING AUDIENCE is riveted to your game. The man with the newspaper is particularly annoying as he obscures part of the maze. The only way you get to see what he's covering is when he turns a page.

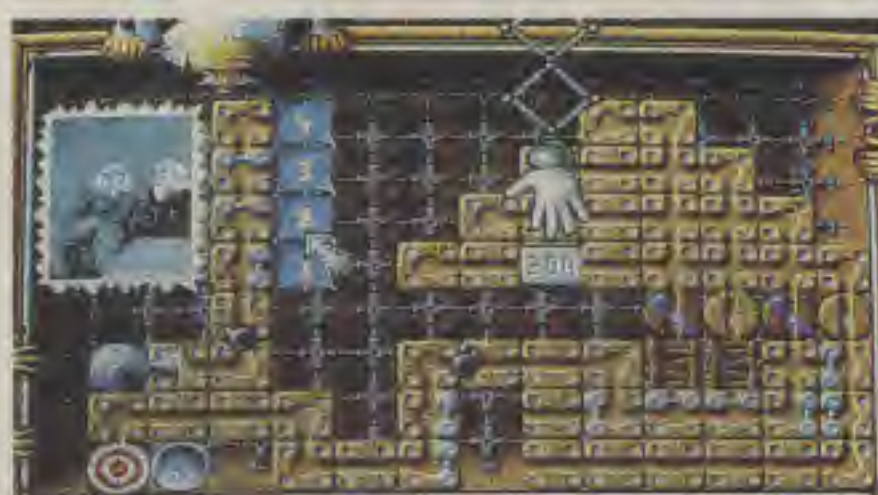


ON SEVERAL of the later levels your task is made harder by a baby crawling across the track. Now babies are as babies wont, and this little darlin' likes nothing better than altering the course and moving the bombs around.

ON SOME LEVELS this mad trumpeter appears. He blows a short tune then runs off again. His purpose? Beats me... maybe he's a tribute to the late, great Miles Davis – or, then again, maybe not.



EVERY SO OFTEN a mechanical hand reaches out and puts a nice little bonus on the track. Should your bomb run over it, you get the points. For every 1,000 points you amass, you get an extra bomb to play with.



#### BRIDGES

Allow one bomb to go across them before disintegrating.



#### TOILETS

Drop in the bowl, travel along the pipes and leave by the tap.



#### PLUNGER

Makes a section of track either appear or disappear.

## LEVEL : 1 COOL MAN



AHEM... the less said the better methinks.

## THE WORD

THIS HAS TO BE ONE of the most bizarre game concepts ever. Rolling bombs around a maze while babies crawl across the top? All very weird. *Boston Bomb Club* owes an awful lot to Rainbow Arts' *Logical* – the 'balls rolling along gutters with rotating junctions' idea for a start. The only real differences between the two are the cartoon graphics, the scantily-clad females, the fact that one is from Germany and the other is from France and *Boston Bomb Club* has a plot (of sorts). The actual mechanics are identical, right down to the difficulty level (in *Logical* you could get as far as level 23 without losing a life, here I got as far as level 13). On its own merits, BBC is enjoyable enough, and quite taxing at first... until you get used to things. The option to start from later levels is quite

welcome, especially once you've mastered the early screens. Its lasting appeal could be questioned though: there are only 30 levels in total and while most of the later ones are quite tough, it won't be that long before you're there. The manual isn't anything to boast about either, not even taking the time to explain the different obstacles. It's still remarkably playable though, and once you've got into the swing of things you'll find yourself coming back for more. It's also typically French, with the bunny-girl barmaid appearing between levels and leaning over the table mid-game. If you don't already have *Logical* and you are in the market for a ball-rolling brain-taxer, then I'd have to recommend *Boston Bomb Club*. In a sense it's like *Logical 2*.

A  
pleasantly  
absorbing  
little  
challenger

Paul Presley





# EAGLE SOFTWARE

118a Palmers Road  
New Southgate  
LONDON N11 1SL

10% off  
orders  
over £50

(10 am - 6pm 5 days - 6 lines)  
Tel: 081-361 2733/1933  
(2733 Faxline after 6pm)



## ST & AMIGA BUDGET TITLES UNDER £10

3D Pool	£7.99	Dragon Ninja	£6.99	Resolution 101	£6.99
3 Stages	£6.99	Fantasy World Dizzy	£5.99	Road Blaster	£6.99
Afterburner	£6.99	Gauntlet II	£6.99	Rocket Range	£8.99
Arkanoid II	£6.99	Hard Drivin'	£6.99	R-Type	£6.99
Bail	£8.99	Head over Heels	£6.99	Run The Gauntlet	£6.99
Bellatrix	£5.99	Hitch Hiker's Guide to Galaxy	£8.99	S.D.I.	£6.99
Barbarian II	£6.99	Hong Kong Phooey	£6.99	Shadow of the Beast (Amiga)	£6.99
Batman Caped Crusader	£6.99	Hostages	£6.99	Shogun IM	£6.99
Batman The Movie	£5.99	IK+	£8.99	Shuffle Puck Cafe	£6.99
Beach Volley	£6.99	Impossible Mission II	£6.99	Sky Chase	£8.99
Blood Money	£6.99	James Pond	£6.99	Speedball	£8.99
Cabal (Amiga only)	£6.99	Kid Gloves	£6.99	Stryx	£8.99
California Games	£5.99	Last Ninja II	£6.99	Stunt Car Racer	£6.99
Carrier Command	£8.99	Lombard RAC Rally	£6.99	Super Hang On	£6.99
Centrefold Square	£6.99	Michael Jackson Moonwalker	£6.99	Switchblade	£6.99
Cloud Kingdom	£6.99	New Zealand Story	£6.99	Thunderstrike	£6.99
Colorado	£6.99	North & South	£6.99	Tin Tin on the Moon	£6.99
Colossus Chess	£7.99	Out Run	£6.99	Toobin'	£6.99
Continental Circus	£5.99	Operation Wolf	£6.99	TV Sports Football	£8.99
Crazy Cars	£6.99	Passing Shot	£8.99	Vigilante	£6.99
Deadline	£8.99	Photon Paint (Amiga Only)	£7.99	Waterloo	£8.99
Defender of the Crown	£8.99	Platoon	£6.99	Wings of Fury	£6.99
Def of the Earth	£6.99	Predator	£6.99	Wizball	£6.99
Deluxe Strip Poker	£6.99	Rambo II	£6.99	WC Leaderboard	£6.99
Double Dragon	£6.99	Red Heat	£6.99	Xenon II	£8.99

TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA
Half Meg Upgrade + Clock	N/A	£29.99	Conan the Cimmerian	£21.99	£21.99	Hunter	£20.99	£20.99	Navy Seals	£14.99	£14.99	Space Quest IV	£26.99	£26.99
3D Construction Kit	£29.99	£36.99	Corporation	£10.99	£10.99	Immortals	£15.99	£15.99	Nebulus II	£15.99	£15.99	Speedball II	£15.99	£15.99
4D Sports Boxing	£16.99	£16.99	Crazy Cars III	£21.99	£21.99	Imperium	£16.99	£16.99	Neverending Story II	£16.99	£16.99	Spirit of Excalibur	£20.99	£20.99
688 Sub Attack	£16.99	£16.99	Crime Wave	£16.99	£16.99	Indianapolis 500	£16.99	£16.99	Nightshift	£16.99	£16.99	Star Control	N/A	£17.99
A10 Tank Killer	£21.99	£21.99	Cruise for a Corpse	£17.99	£17.99	Interceptor	£26.99	£26.99	Ninja Remix	£14.99	£14.99	Star Trek V	£16.99	£16.99
Action Stations	N/A	£16.99	CyberCon III	£16.99	£16.99	Nanook	£14.99	£14.99	Operation Stealth	£16.99	£16.99	Starfighter II	N/A	£16.99
A.D.S.	£19.99	£19.99	Dakman	£14.99	£14.99	Jack Unlabeled Clapnet	N/A	£10.99	Operation Thunderbolt	£14.99	£14.99	Stratego	£17.99	£17.99
Alcatraz	£15.99	£15.99	Das Boot	£21.99	£21.99	Jahangir Khan's Squash	£16.99	£16.99	Outrun Europa	£16.99	£16.99	Sunder II	£15.99	£15.99
Alien Storm	£16.99	£16.99	Days of Thunder	£15.99	£15.99	Jimmy White's Whirlwind	£19.99	£19.99	Pang	£14.99	£14.99	Supaplex	£16.99	£16.99
Alpha Waves	£15.99	£15.99	Demoniak	£19.99	£19.99	Jupiters Masterdrive	£16.99	£16.99	Panzer Kickboxing	£16.99	£16.99	Super Cars II	£15.99	£15.99
Altered Destiny	N/A	£21.99	Deuteros	£16.99	£16.99	Kick Off II (1 Meg)	£15.99	£15.99	Pegasus	£16.99	£16.99	Super Monaco GP	£16.99	£16.99
Amazing Spiderman	£15.99	£15.99	Double Dragon III	£16.99	£16.99	Kick Off II (5 Meg)	N/A	£13.99	PGA Golf Tour	N/A	£16.99	Super Space Invaders	£20.99	£20.99
Amos 3D	N/A	£23.99	Duck Tales Quest	£16.99	£16.99	Kick Off Winning Tactics	£9.99	£9.99	Pitfighter	£16.99	£16.99	Supremacy	£20.99	£20.99
Amos Compiler	N/A	£19.99	ELF	£14.99	£14.99	Killing Game Show	£16.99	£16.99	Plotting	£14.99	£14.99	Swap	£16.99	£16.99
Amos The Creator	N/A	£36.99	Elvira Mistress of Dark	£21.99	£21.99	Kings Quest V	£26.99	£26.99	Populous-Sim City	£23.99	£21.99	Swish Blade II	£15.99	£15.99
Armouredgedon	£15.99	£15.99	Elvira II Jaws of Cerberus	£23.99	£23.99	Knight of the Sky	£23.99	£23.99	Powerhouse	£18.99	£18.99	SWIV	£15.99	£15.99
Back to the Future III	£15.99	£15.99	Epic	£14.99	£14.99	Last Ninja III	£16.99	£16.99	Predator II	£15.99	£15.99	Team Suzuki	£15.99	£15.99
Back to the Golden Age	£16.99	£16.99	Eye of the Beholder	£19.99	£19.99	Legend	£16.99	£16.99	P.P. Hammer	£16.99	£16.99	Terminator II	£14.99	£14.99
Bandit King of Anc. China	£21.99	£21.99	F14 Tom Cat	£18.99	£18.99	Leisure Suit Larry III	£25.99	£25.99	Prestidigit	£16.99	£16.99	Test Drive III	£15.99	£15.99
Barbarian II	£16.99	£16.99	F15 Strike Eagle II	£23.99	£23.99	Lemmings	£15.99	£15.99	Pro Flight	£30.99	£30.99	Their Finest Hour	£19.99	£19.99
Bard's Tale III	N/A	£16.99	F16 Combat Pilot	£16.99	£16.99	Lemmings - Data Disk	£9.99	£9.99	Pro Tennis Tour II	£16.99	£16.99	Their Finest Mission	£19.99	£19.99
B.A.T.	£22.99	£22.99	F117A Stealth Fighter	£21.99	£21.99	Line of Fire	£16.99	£16.99	Prince of Persia	£15.99	£15.99	Thunderhawk AH-73M	£21.99	£21.99
Battle Chess	£15.99	£15.99	F19 Stealth Fighter	£19.99	£19.99	Ufo & Death	£20.99	£20.99	Puzzle	£14.99	£14.99	Thunder Jaws	£16.99	£16.99
Battle Chess II	£16.99	£16.99	F29 Retaliator	£14.99	£14.99	Logical	£16.99	£16.99	Railroad Tycoon	£24.99	£24.99	Tip Off	£16.99	£16.99
Battle Command	£14.99	£14.99	Fate of Atlantis (Adventure)	N/A	£17.99	Lord of the Rings	N/A	£20.99	Rainbow Islands	£14.99	£14.99	Tokki	£14.99	£14.99
Battle Master	£19.99	£19.99	Fate of Atlantis (Arcade)	N/A	£17.99	Lost Patrol	£14.99	£14.99	R.D.I. 2 Baseball	£20.99	£20.99	Torvak the Warrior	£15.99	£15.99
Beirayal	£19.99	£19.99	Feudal Lords	£16.99	£16.99	Lotus Esprit	£15.99	£15.99	Realms	£20.99	£20.99	Total Recall	£14.99	£14.99
Big Run	£16.99	£16.99	Final Blow	£16.99	£16.99	Lotus Turbo Challenge II	£16.99	£16.99	Red Baron	£23.99	£23.99	Tournament Golf	£16.99	£16.99
Bill and Ted's Adventure	£16.99	£16.99	Final Fight	£16.99	£16.99	MT Tank Platoon	£19.99	£19.99	Renegade (Coin-op Hits)	£14.99	£14.99	Turkmen II	£15.99	£15.99
Billard Simulator II	£16.99	£16.99	Final Whistle	£9.99	£9.99	Mad Professor Moriarty	£15.99	£15.99	Rick Dangerous II	£16.99	£16.99	TV Sports Baseball	N/A	£21.99
Blity the Kid	£14.99	£14.99	Flight of the Intruder	£22.99	£22.99	Magic Pockets	£15.99	£15.99	Robin Hood	£16.99	£16.99	Ultima Martian Dreams	£20.99	£20.99
Blue Max	£19.99	£19.99	Poor 13	£21.99	£21.99	Magnific Scroll	£19.99	£19.99	Robocop	£12.99	£13.99	Ultima V	£19.99	£19.99
Bomber Bob	£16.99	£16.99	Fore Play	£16.99	£16.99	Men Ltd. Europe	£16.99	£16.99	Robocop II	£14.99	£14.99	Ultima VI	£20.99	£20.99
Brain Blaster	£16.99	£16.99	Future Baseball	£16.99	£16.99	Murphy Island	£16.99	£16.99	Rock Land	£16.99	£16.99	Ultimate Ride	£10.99	£10.99
Buck Rogers	£19.99	£19.99	Gauntlet III	£16.99	£16.99	M. Dicks Ultimate Football	£18.99	£18.99	Rollin' Ronny	£15.99	£15.99	UMS II	£23.99	£23.99
Cadaver	£16.99	£16.99	Geisha (X-cent)	£16.99	£16.99	Magetruveller	£20.99	£20.99	R-Type II	£16.99	£16.99	Under Pressure	£17.99	£17.99
Cadaver - the pay off	£10.99	£10.99	Genghis Khan	£21.99	£21.99	Mega-Lu Mania	£20.99	£20.99	Rugby World Cup	£15.99	£15.99	UnReal	£16.99	£16.99
Captive	£15.99	£15.99	Gethysburg	£18.99	£18.99	Mercant Colony	£20.99	£20.99	Saracen	£13.99	£13.99	UN Squadron	£15.99	£15.99
Cardfight	£17.99	£17.99	Golden Axe	£16.99	£16.99	Mercia	£16.99	£16.99	Secret of the Silver Blues	£21.99	£21.99	Untouchables	£14.99	£14.99
Carve Up	£15.99	£15.99	Golden Shot	£16.99	£16.99	Metast Masters	£16.99	£16.99	Secret Weapon Luftwaffe	£19.99	£19.99	USS John Young	£16.99	£16.99
Colica GT4 Rally	£15.99	£15.99	Graham Gooch Cricket	£21.99	£21.99	Metast Mutant	£16.99	£16.99	Shadow Dancer	£16.99	£16.99	Utopia	£20.99	£20.99
Centurion	£16.99	£16.99	Grand Prix (Formula 1)	£23.99	£23.99	Microprose Golf	£23.99	£23.99	Shadow of the Beast II	£15.99	£19.99	Vendetta	£16.99	£16.99
Chaos Strike Back	£16.99	£16.99	Gunboat	£21.99	£21.99	Midnight Resistance	£14.99	£14.99	Shadow Sorcerer	£19.99	£19.99	Vengeance of Excalibur	N/A	£21.99
Champion of the Raj	£16.99	£12.99	Gunship 2000	£21.99	£21.99	Midwinter II	£23.99	£23.99	Shadow Warrior	£14.99	£14.99	Volfed	£20.99	£20.99
Chase HQ	£14.99	£14.99	Hard Drivin' II	£15.99	£15.99	Mig 29 Fulcrum	£21.99	£21.99	Shuttle the Sim	£29.99	£29.99	Warlock the Avenger	£14.99	£14.99
Chase HQ II	£14.99	£14.99	Hard Nova	£16.99	£16.99	Mig 29M Super Fulcrum	£25.99	£25.99	Silent Service II	£23.99	£23.99	War Zone	£15.99	£15.99
Chino's Revenge	£16.99	£16.99	Harpoon (1 Meg)	£18.99	£19.99	Might of Magic III	N/A	£19.99	Sim Earth	£16.99	£16.99	White Death (1 Meg)	£19.99	£19.99
Chips Challenge	£16.99	£16.99	Hawk	£19.99	£19.99	Moashine Racers	£15.99	£15.99	Simpsons (5 Meg)	£14.99	£14.99	Wild Wheels	£14.99	£14.99
Chuck Rock	£16.99	£16.99	Hero's Quest (Gremlin)	£16.99	£16.99	Monkey Island	£15.99	£15.99	Simpsons (1 Meg)	£14.99	£14.99	Wing Commander II	£19.99	£19.99
Chuck Yaagers AFT	£16.99	£16.99	Hill Street Blues	£16.99	£16.99	Monkey Island II	£16.99	£16.99	Slip or Die	£16.99	£16.99	Wiz Kid	£14.99	£14.99
C.Y.'s Air Combat	£20.99	£20.99	Home Alone	N/A	£23.99	Murder	£16.99	£16.99	Skull & Crossbones	£16.99	£16.99	Wolfpack	£19.99	£19.99
Code Name White Shad.	£23.99	£23.99	Horror Zombies	£16.99	£16.99	Mystical	£15.99	£15.99	Smash TV	£14.99	£14.99	Wonderland	£19.99	£19.99
Cohort	£20.99	£20.99	Hudson Hawk	£14.99	£14.99	Myth	£15.99	£15.99	Space 1889	£20.99	£20.99	W.W.F.	£15.99	£15.99
Colditz	£19.99	£19.99				Narc	£14.99	£14.99	Space Gun	£14.99	£14.99	Zitrix	£16.99	£16.99

<b>WHEELS OF FIRE</b> only £13.99 Hard Drivin', Chase HQ, Powerdrift, Turbo Outrun	<b>EDITION ONE</b> only £15.99 Double Dragon, Xenon, Gemini Wing and Sikeworm	<b>PRECIOUS METAL</b> only £15.99 Xenon, Colossus Chess, Crazy Cars and Arkanoid	<b>VIRTUAL WORLDS</b> only £20.99 Onlin, Final Eclipse, Castle Master, The Gyr	<b>MIND GAMES</b> only £14.99 Asterix, Waterloo, and Conflict in Europe
<b>SUPER SIM PACK</b> only £21.99 Int. 3D Tennis Crazy Cars II, Rally 90 and Airbourne Ranger	<b>THE WINNING TEAM</b> only £16.99 Escape from Trilobite Monsters, APB, Kix, Yindicators, Cyberball	<b>FLIGHT COMMAND</b> only £12.99 Bomber, Strike Force Hammer, Lanceslayer, Gay Fox and Sky Chase	<b>DOUBLE DOUBLE BILL</b> AMIGA only £22.99 TV Sports Football, Lords of the Rising Sun, TV Sports Basketball, Wings	<b>FIST OF FURY</b> only £15.99 Dynamite Du, Shreddi, Ninja Warriors, Double Dragon II
<b>POWER UP</b> only £16.99 Alien Beast, Rainbow Island, X-Gul, Chase HQ, Turkmen	<b>FALCON CLASSIC COLLECTION</b> ST £21.99 AMIGA £24.99 Falcon, Mission One, and Mission Two	<b>SUPER HEROES</b> only £17.99 Robocop, Indiana Jones, Last Ninja II and Spy who loved me	<b>GRANDSTAND</b> only £17.99 Rugby Super Soccer, Pro Tennis Tour, World Class Lunkertwerk and Continental Circus	<b>VIRTUAL REALITY 1</b> only £21.99 Midwinter, Carrier Command, Stunt Car Racer, Siargido II, Int. Soccer Challenge
<b>TEST DRIVE II COLLECTION</b> AMIGA only £20.99 Muscle Cars, California Challenge, Eurobeat Challenge, Duet, Super Cars	<b>BIG BOX</b> only £15.99 Captain Blood, Tin Tin on the Moon, Satan Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, Bolto, Hostages	<b>POWER PACK</b> only £14.99 Xenon 2, TV Sports Football, Bloodlych and Lombard Rally	<b>HOLLYWOOD COLLECTION</b> only £16.99 RainCop, Gnatbusters 2, Indiana Jones, Batman The Movie	<b>ADDICTED TO FUN RAINBOW COLLECTION</b> only £13.99 New Zealand Story, Bubble Bobble, Rainbow Islands
<b>CHALLENGERS</b> only £17.99 Kick Off, Super Ski, Fighter Bomber, Grail Courts and Stunt Car Racer	<b>MAGNUM 4</b> only £15.99 Afterburner, Double Dragon, Operation Wolf, and Batman Caped Crusader	<b>TNT</b> only £14.99 Hard Drivin', APB, Xplore, Toobin' and Dragon Spirit	<b>HEROES</b> only £16.99 Barbarian 2, Running Man, Star Wars and Licence to Kill	<b>VIRTUAL REALITY 2</b> only £17.99 Virus, Sentinel, Wild Dreams, Resolution 101, Thunderstrike

Please make cheques and P.O.'s payable to **Eagle Software**. P+P is included in the UK. Orders under £5 please add 50p P&P per item. Europe; please add £3.50 per item. Elsewhere add £4.50 per item.

If the title you want is not listed please *phone for prices*. Free catalogue now available - please phone or tick box.

Computer ☐

Title ☐

Date

Price

Price

Price

Price

Total

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Card No: \_\_\_\_\_

Exp



The once icon-driven **Hegor** has returned, but this time there are no icons and he's **armed** to the teeth! Jools Watsham takes control and **battles it out** with werewolves and guards.

**one**  
REVIEW

# BARBARIAN II



TO SET THE SCENE there's a lovely intro sequence that shows the reincarnation of Necron. As this is a Psygnosis product it's exactly the sort of high quality mini-movie you'd expect.



**B**EING A BARBARIAN, Hegor is no stranger to dangerous quests. In fact he gained himself a reputation as something of a hard and generally responsible chap by defeating the evil Necron some years ago. So when he learns that Necron is about to be reincarnated he doesn't hesitate to go out and defeat this evil once again.

This time he has wisely decided to take a bit of armour with him; kitted out with a helmet and leather padding, our hero sets out through the forest to see what ruffians he can find and slay, while on the look out for traps and other surprises.

Unfortunately Hegor has no money to his name (wine, women and song are expensive luxuries these days), so he can't afford to arm himself with a sword. His plan is to steal a suitable weapon, but for the time being the traditional kick in the shin and punch to the stomach will do.

*Barbarian II* is set across six levels of horizontally scrolling hack and slash action, with many secret passages and lost paths to be found. Control over Hegor (unlike the original icon driven *Barbarian*) is direct and relatively simple; different moves are executed by moving the joystick in different directions, such as punch and high kick when you're unarmed and high and low slash when you find a sword. Otherwise, (despite the smaller sprites) it has the same brilliant animation and humour that characterised the original game.

WATCH OUT FOR THE WEREWOLVES (left), they have a lethal swipe which can do you some serious damage, especially when there are two of them.

**BARBARIAN II**  
Psygnosis

PRICE  
**£25.99**

OUT  
**NOW**

GRAPHICS

**78%**

SOUND

**83%**

DURABILITY

**70%**

PLAYABILITY

**81%**

OVERALL

**80%**

HEGOR STARTS his quest in the forest, where werewolves, giants and swordsmen are waiting to pounce out. Different paths can be found by pushing up or pulling down on the joystick. It might be a good idea to map out your route or you'll get completely lost - Hegor doesn't come equipped with an AA map.





WHIPPING SKELETONS are the main fiends in the dungeons. Fortunately, Hegor is armed with a long sword so that skeleton will be history soon. As with the caves and castle, many platforms and ladders are to be climbed and the odd switch needs to be pulled if you want to get out!



IF YOU'RE FEELING a little run-down you can always pop back to the village shop for a quick pick-me-up. A shiny new sword or some reserve energy does wonders for barbarians who are starting to feel all the strains and stresses of everyday life, and the shop keeper is always willing to accommodate someone of Hegor's bearing.

HA! YOU'RE ALMOST UNBEATABLE with a bow; nothing can survive it. There aren't too many of them lying about though, so you can't afford to go crazy with them - argghh, watch out there's a rival archer above you!

IN THE VILLAGE all is quite and peaceful - until you hit one of the village folk, then the army comes running after you. The best method of escaping unscathed is to knock the villagers over by doing a forward roll - it works wonders on the old ladies! But if you hang around long enough (not hitting anyone) the army should settle down and leave you alone.

## THE WORD

**BARBARIAN II HAS MUCH TO RECOMMEND IT INITIALLY**, but with too few levels and similar gameplay throughout, the appeal soon wears off - especially when you compare it to the original *Barbarian*. The main character, Hegor (remember him?), is well animated and colourful, as are many of the other sprites, and they are complemented by a well-drawn and detailed background.

The atmospheric title music features the pan piped noises of Enigma, and the sound effects are

the normal grunts and groans you'd expect from a hack and slash romp. The

difficulty of the levels progresses nicely from the

simple layout of the forest through the torturous caves to the maze-like village. If you found the icon-driven control system of *Barbarian* a pain in the rear end then you'll welcome the ready relief provided by *Barbarian II*'s more conventional joystick manipulation. Basically this boils down to a simplistic bundle of fun for those who like their hack and slash unadulterated.

**Good  
bloodthirsty  
fun, but the  
appeal  
fades all too  
fast**

Jools Watsham



# FOOTBALL

# CRAZY



# 3

## OF SOCCER'S GREATEST HITS!

## PLUS WORLD CUP '90

# KICK OFF 2



# Player Manager



AMIGA  
DATA DISK

### KICK OFF 2

**AMIGA FORMAT** - Best footy game to have appeared on any machine.  
**AMIGA USER INT** - The best computer game ever.  
**ST FORMAT** - What a game! Gem to Play. Magic.  
**ST ACTION** - The best game ever to grace the ST. Highest accolade I can give.  
 The Ace - Brilliant. Buy-Buy-Buy.  
 The One - Ultimate Soccer simulation.

### PLAYER MANAGER

**ST Action** - A stroke of pure genius.  
**The One** - Exceptional. Most involved, rewarding and playable.  
**Amiga Format** - Enthralling and Addictive.  
**ST Format** - Brilliant.

© 1991 ANCO SOFTWARE LTD.

### FINAL WHISTLE

Data Disk for Kick Off 2

# ANCO

7 MILLSIDE INDUSTRIAL ESTATE, LAWSON ROAD,  
 DARTFORD, KENT. DA1 5BH.  
 TEL: 0322 292513/18 FAX: 0322 293422

**AMIGA - £25.99**

**ATARI ST - £25.99**

(DOUBLE SIDED DRIVE ONLY)





From past platform puzzlers to classic coin-ops – get your fix at half the price with Jools Watsham.

# TURRICAN



KIXX £7.99

TURRICAN (FIRST REVIEWED IN Issue 23 and getting a 90 per cent rating) changed the face of platform games completely: with its silky smooth scrolling and lavish use of colour, not to mention its sheer size, there was

little around to match it. You start out on the adventure armed with a few weapons: a laser gun which can be powered up to have five separate beams; large laser mines which demolish everything on screen; and energy

power-ups, force shields and lightning which can be collected for more energy, limited invincibility and longer bolts of lightning. If none of these weapons does the trick, then simply turn into a gyroscope and wipe the screen clean.

You'll notice a console look right from the first setting in level one,

which is full of waterfalls and has a bright blue sky. To work your way through all 13 levels, you can either explore every nook and cranny in search of power-ups and

diamonds (collect 300 and you're rewarded with an extra continue) or you can run like the clappers with completion being the only thing on your mind. The hardest thing of all is



actually finding the exit to the next level, it could be up or it could be down a shaft!

One of Turrican's major assets is the massive end of level guardians, in the shape of giant fists and the like, all of which have a particular weak spot that needs to be continually shot at or frazzled by your lightning.

A massive game which is packed with aliens, power ups and secret caverns, Turrican is well worth a look.



# NINJA WARRIORS

16 BLITZ

£9.99

THE COIN-OP VERSION OF *Ninja Warriors* (the conversion was reviewed way back in Issue 15) was probably the weirdest of its time, with three screens linked together to form one massive play area. Converting this to a single screen was a mighty task in itself, but The Sales Curve's resident programming team (also responsible for such greats as *Silkworm*, *Saint Dragon* and *SWIV*) managed to pull it off.

The game is set in the year 1993 where the old America is just a pile of rubble. Two cyborg ninjas, one male and one female are on the rampage. Each is armed in two

ways: a limited supply of shurikens comes in handy for long-range combat, but when they get too close (or you run out of shurikens) your trusty blades come into play, slashing and cutting all over the place.

Making your way to the evil Bangler's Mansion you fight through six horizontally scrolling levels where enemies such as fire-breathing muscle men, mad dogs and hunchbacked robots are just waiting for you to enter their territory. At the end of each level a guardian is ready to rip you to shreds, but you can stop his fun by somersaulting and continually shooting until he finally collapses in a pile of blubber.

*Ninja Warriors* takes a while to get to grips with, but will soon have you coming back for more.



## RATING

### EXCELLENT

(Sell your grandmother to get it)

### GOOD

(Even your grandmother will play it)

### AVERAGE

(Your grandmother already has it)

### POOR

(Feed it to your grandma's pouch)

### DIRE

(Your grandmother probably wrote it)



# YOLANDA

CODE MASTERS

£7.99

BEING THE DAUGHTER OF HERCULES IS A HARD LIFE, and Yolanda is about to find that out. She must re-enact the 12 tasks undertaken by her father to free herself from Hera, the goddess of death, who has placed a curse on her. In this 16-Bit update of Chris Sorrell's classic 8-Bit game, there are 12 levels (one for each task) which have flames jumping and platforms disappearing all over the place.

The basic idea is to get from one side of the screen to the other while jumping along ropes and dodging boulders. That sounds simple, but be warned that sudden death is something of a speciality in this game. Although the graphics are nothing special, the gameplay certainly has a lasting appeal.



Finding platforms crumbling beneath you while you're on your last life can be irritating, but it sure does keep you hooked!

There are three modes to choose from. Trainer mode has four screens for beginners to ease you into the game. Wimp mode has all 12 levels but you're given nine lives and the choice to play and re-play any level until you complete it. Hero mode is the real thing, 12 levels picked at random and only five lives at your disposal.



## ANARCHY

SIZZLERS

£9.99

THE PLANETARY STATUS IS CRITICAL! Law and order has broken down, due to losses in equipment and manpower. The planet's personnel have hidden away in life-support



canisters and they've no idea what to do next! The Anarchists are running havoc, their one aim in life being to capture the canisters and mutate into deadly attack organisms. It's your job to stop all of this by protecting the canisters and killing the Anarchists.

As *Defender* clones go, this is quite a good update, with a 90s heavy metal soundtrack to play along to and the larger colour palette giving the sprites a polished look. But the gameplay is still the same, go left, go right, shoot the alien carrying the canister and pick it up to ensure a safe landing! Unfortunately Anarchy doesn't really add much to Williams' classic coin-op, but shoot 'em up fanatics might just find something in it to satisfy their alien blood lust.



## THIS MONTH'S OTHER RELEASES

### HERO OF THE LAMP

Kixx

(£7.99)

### DOUBLE DRAGON 2 DENNIS

16 Blitz

(£9.99)

### STAR GLIDER 2 ONSLAUGHT

Mirror Image

(£9.99)

### ALTERED BEAST GHOSTBUSTERS 2

The Hit Squad

(£7.99)

### SPELL BOUND

Sizzlers

(£9.99)

### HAWKEYE

MANIC

### VENOM WING

GBH

(£7.99)

### LITTLE PUFF

Code Masters

(£7.99)

### MIAMI CHASE

Code Masters

(£7.99)

### DIZZY COLLECTION

Code Masters

(£24.99)

### HOVER SPEED

Code Masters

(£7.99)

### VIOLATOR

Code Masters

(£7.99)

### SUPER SEYMOUR

Code Masters

(£7.99)



# POWER DRIFT

THE HIT SQUAD

£7.99

THE CONVERSION OF *POWER DRIFT* (reviewed in Issue 14) is definitely good fun, but you may find its twisting and turning courses and unmanageable corners a trifle difficult. Each course has its ups and downs, literally; most of the high roads are made of logs which causes a problem when you veer too close to the edge, while the low roads have sharp corners, jumps and, of course, rampant drivers to nudge you off the track. It plays like a cross between dodgems and a roller coaster.

You select your player from a motley crew of 12 and choose one of five courses, each varying in style, length and difficulty. Before each race you're treated to a fly-by view of the track, then you zoom down onto the starting grid.

"Three, Two, One, Go!", "And they're off!"

It's always good practice to gain a high position as quickly as possible as you

start in fourth position on every race, but have to finish in the top three to qualify for the next round. A good conversion that proves to be a bit uncontrollable at times.





# IMPROVE YOUR MEMORY

## GAIN MORE POWER WITH

THOSE POWER-PACKED PERIPHERAL PEOPLE AT Electra have decided to switch names. They're now called AddXtra, but they're still going to be producing an extensive set of upgrades and interfaces for your wonder machine.

To give you a taste of what they're capable of, they've giving five 0.5 meg upgrades away to power-hungry readers intent on running awesome demos or getting the most from the likes of *Kick Off* and *Pro Tennis Tour II*.

Five winners will each receive a half meg memory upgrade (socketed or surface mounted) worth £49.99 and there are a further five hassle-saving joystick and mouse switchers worth £14.99 for runners up.

Now **pay attention**, because this is a toughie – we want you to tell us:

Which of the following is not a computer acronym?

1) RAM    2) RIP    3) CPU

Cripes! Send your answer, together with your name and address on a postcard to **AddXtra Comp**, The One for ST Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us which kind of upgrade you require. Competition closes November 28th.



**THE SMALLPRINT:** 1. The Editor's decision is final and no correspondence will be entered into.  
2. Employees of The One, Centresoft, or their associated companies are not eligible for entry.





Screen shots from various formats.

# UTOPIA

## THE CREATION OF A NATION



"The best game Gremlin has ever released."

**94%**



"A cross between Sim City & Populous."

**93%**

**GAMES-X**  
GAME OF THE WEEK

"Utopia is an excellent game."

**AMIGA**  
COMPUTING  
GAMER GOLD

**93%**

"The next Generation in Godgames"



Ace Rated  
**920**

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.



**Available on: PC (1992),  
AMIGA & ATARI ST/STE.**

Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street,  
Sheffield S1 4FS.





# ARCADES

LAS VEGAS IS ONE OF THOSE CITIES where American excess really shows: from the billions of neon signs that light up the sky for miles around to scantily clad waitresses and 'exotic dancers', Vegas certainly lives up to expectation.

In the casinos you can gamble all day, every day and while you're in the process of losing your shirt you can have all your other basic needs catered for, with "all you can eat" buffets for as little as \$1.99. The place is mad, of course, but it does manage to attract a substantial Convention trade.



This year the Amusement and Music Operators Association (AMOA) decided to hold its annual show there – and who can blame them? After eight hours of constant playing of video games on freeplay, Vegas is the only place that could possibly seem halfway normal. The show attracted over 200 companies this year, all vying for a slice of a \$7.5 Billion market – which is what Americans alone spend on vids, pins and juke boxes, in a single year.

Despite the amount of cash at stake, the whole business is currently stuck in a kind of transition period between technologies and it all seems a bit stale. If home consoles and computers can emulate the performance of most PCB games, where do you go? In a few years' time, it'll all be Virtual Reality in one form or another, but while frantic R&D is going on behind the scenes, the companies have decided that there are three major alternatives: go bigger and better than the consoles, get yourself some licensed characters, or put a console in a box and charge people money to play it!

Even so, there are still more than enough decent new games to keep the punters ticking over until the Big Bang. Check out the best of the bunch here.



The AMOA Show marks the beginning of the coin-op year for arcade operators around the globe, who flock there to see what's on offer for the coming season. John Cook, complete with half-eaten club sandwich and speeding ticket, returns from Las Vegas to give us a sneak preview of the vids we'll all be playing next year.



## Atari Games

Atari keeps coming up with innovative and well designed products year after year, probably because it's prepared to take risks and put some time and effort into development. OK, it does produce the odd turkey – but *Steel Talons* looks like it could be close to another *Hard Drivin'* success for them. This is a one or two-player cabinet that has you co-operating with or playing against another helicopter pilot, as you both take part in a common combat mission, seeking out the enemy forces – or you can just play head-to-head, shooting each other down.

Taito produced an excellent helicopter simulation last year, but Atari has gone even further, making it a lot easier to play, without compromising the complexity of the controls. A lot of clever programming has gone into making you think that you are an ace chopper pilot, while in fact the machine is correcting most of the mistakes as you make them!

All the controls are there: a central joystick for forward/back, and left/right movement, plus two fire buttons – missile and radar guided gun. For rotation you use a rudder bar which you rest your feet on and there's a 'collective' lever on the left of the unit which you use to control the altitude of the craft. The main scenes are rendered, of course, in polygons, and while the graphics system still isn't quite up to the standard of MicroProse's custom board the polygons are smooth, fast and colourful.

Despite the complexity of the controls, the game is a classic and is ripe for conversion to home formats. Watch out for it!





## American Laser Games

**W**ho Killed Johnny Rock? No idea – but that's only because I'm not very good at shooting games. For those of you who are and have already taken out Mad Dog McCree, here is the follow-up that you have been waiting for. Using the same technology, American Laser Games has released another laser shooting game that is technically competent, well produced



and great fun to play. In this one, you take on a Humphrey Bogart type role as a cheap private detective in the mid 30s. Johnny Rock has been shot and his chick wants you to find out who did it. All the major clichés from this genre of film have been used: the pool hall, casino, speakeasy, but that only adds to the enjoyment as the actors ham it up in front of your eyes, in order to be blown away. Chances are, after one go, you'll be playing it again. *Sam.*



## Sega

**I**n Japan, Sega seems to be moving its business towards development of huge Simulation Centres, the famous R360 being an example of what you could expect to find in one of these. That might explain, then, the relatively tame performance at AMOA, with the only truly new piece of equipment being *Spiderman – the Video Game*. It features the usual sprite manipulation skills with characters jumping and kicking all over the place, and has a zoom in/out function that makes the sprites change size between different scenes, varying the gameplay slightly. Despite the technical frills this is pretty standard four-player stuff. Maybe it'll feel better on the Megadrive.

The only other new piece on show was *Rad Rally*; the engine has been taken straight out of *Rad Mobile* and put into a four-player race format. Technically, this is the most advanced sprite manipulation available right now, so the fact that Namco's four-year-old *Final Lap* can deliver a better punch says a lot about the lack of imagination inside Sega's own design teams.



## Konami



**K**onami is concentrating on four-player games at the moment, and it had two excellent offerings on display in Vegas. The first was the beat 'em up *Vendetta*. The scenario is fairly straightforward – your gang versus the Bad Guys – but the imaginative design and animations make it a treat to play, and it's easy to get into as well.

Relying on slightly more hand/eye co-ordination is the newest game, *Sunset Riders*, which is set in the Wild West. Again, attention to detail and design have produced a game which is much more playable than most others around.

## Namco

**N**amco has been responsible for some astonishing games in the past. *Final Lap II*, with an eight-player link-up, is still doing well. Sadly, its newer games – *Golly Ghost*, a cutesie shooting game, and *Starblade* don't come anywhere near the same standard. Even though *Starblade* features a huge space-age cabin, great 3-D poly graphics, a 42" parabolic mirror, quad sound and vibrating cockpit, the chances are that you'll leave it shaken but not stirred. The low level of interactivity the game offers makes it dull, despite the host of special effects. Strictly for the under fives







# ARCADES

## Irem

Irem is famous for its shoot 'em ups – but its big selling point at the show was *Atomic Punk*, a licence from the PC Engine Designer Hudson Soft. Taken from the excellent *Bomber Man* and looking a bit like a *PacMan* variant, it is in fact an original concept that has you laying bombs in a maze, in order to kill the inhabitants off – including you if you're careless.

*Bomber Man* itself is a good reason for buying a PC Engine, so this one is more than worth it, particularly in four-player mode, where you zap all the other players.



## Taito



Monster Trucks are it in the States, so Taito has written a game around one, called *Double Axe*. It was a bit OTT to devote the whole of the stand to one game, though, especially when it was this dull. One or two player action, funsters, and still not as good as *Cisco Heat*.



## Tecmo

These boys are the vertical scroller specialists – and the new one, *Thunder Force* is, yes, faster and more colourful, than anything else. Oddly enough, for something as cliché as this, *Thunder Force* is strangely compelling to play and is sure to coin it in from hard-core gamers who have dropped into an arcade for a quick adrenaline fix.



The CP system rolls on – not that Capcom really needs to carry on producing games, when *Street Fighter II* is as popular as it is almost a year after it came out. Still, *King of the Dragons* is an attempt at getting a role-playing scenario together and it does work quite well, if only it had a smart card to save to. And Capcom's own super hero *Captain Commando*, although up to the usual competent standard, did fail to inspire any great enthusiasm. Maybe when I've played it a few more times...



Capcom





## Jaleco

**M**irrorsoft chose well with *Cisco Heat* – it's still as playable as ever, even after a year and it's now available in two-player cabinets to assist one-on-one play. Jaleco was also previewing a newie called *Gun Baron*. Only running in a simplistic interactive demo, it's looking good and will be out next year.



## MicroProse

**B**OTSS (*Battle of the Solar System*) is a *Battletech* style combat game which has you at the controls of a huge humanoid robot having to blow other such things away. MicroProse has the best polygraphics system in the business, but it's still learning the difference between home computer games and coin-ops. To me, BOTSS suggests they've still a way to go in this department, but you'll want to have a go yourself just to drool over the animation and articulation of the opposition.



## PINBALL

**P**inball is big business in the States, with an estimated million machines around the country. Due to some archaic gaming laws in the UK, the chances are that your local arcade doesn't have a pinball machine at all. Despite almost dying out when *Space Invaders* arrived, pinball has now made a full comeback by utilising the very microchips that nearly killed it off in the first place.



Now you have loud, colourful tables that can easily rival any vid in the gosh-wow

department – and there were a fine crop on display this year. My favourite, from the designers of *Elvira* and *Party Animal*, was *Party Zone* – a table with a wild sense of humour and



one that rewards skillful play. It'll even blast *Pinball Wizard* at you if you're good enough!

*Terminator II – The Pinball* – was a bit disappointing, while the other big licence, *Batman* from Data East played like a dream.

They're also promising to produce a *Star Trek* table in the very near future, which should be one to watch out for.

## Williams



**F**or a company that is supposed to be concentrating on pinball, Williams/Bally sure do produce some great games. *High Impact II* is a revision of *High Impact I* with megabytes of new graphics and sound, plus a bunch of new plays to choose from. Got to play it! As for *Terminator II* – the vid, it's probably the best Mow-er! Down game yet and was voted the best new piece of equipment by the delegates at the Show. This one is going to be huge.

## Technos

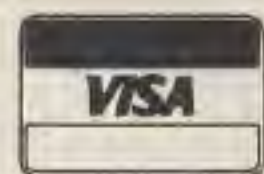
**W**ith WWF likely to be in the running for Number One this Christmas, here's a game which will let you play your favourite WWF characters and tear each other apart on the video screen, while still respecting each other as athletes.







# Legend Software



16 Linden Gardens, Chiswick, London W4 2EQ

Fax: 081-995 1325

Hours of opening 10am to 6pm

Telephone: enquiry lines 081-747 4757

## TOP TITLES

## TOP TITLES

## COMPILATIONS

TITLE	ST	AMIGA
Half Meg Upgrade	N/A	29.99
1 Meg Cricket	N/A	16.99
3D Construction Kit	26.99	20.99
*3D Golf	23.99	23.99
*4D Sports Boxing	16.99	16.99
RMS Sub Attack	N/A	18.99
A10 Tank Killer	22.99	22.99
Action Station	N/A	21.99
Advanced Destroyer Sim (A.D.S.)	16.99	18.99
*Addidas Golden Shoe	15.99	15.99
*Africa Korps	16.99	16.99
ATF II	16.99	16.99
*Agony	18.99	18.99
*Alcatraz	16.99	16.99
Altered Destiny	19.99	19.99
Aminio	15.99	15.99
Apocalypse	17.99	17.99
Armalyte	16.99	16.99
Armour Geddon	16.99	16.99
*Aquavertura	15.99	15.99
A.W.S.O.M.E.	18.99	16.99
*Back to the Golden Age	16.99	16.99
Banish King Of Ancient China	21.99	21.99
Barbarian II (Psychosis)	16.99	16.99
Bard Tale III	16.99	16.99
B.A.T.	22.99	18.99
*Battle Bound	16.99	16.99
Battle Command	14.99	14.99
Battle Chess	14.99	14.99
Battle Chess II	14.99	14.99
Battle Isles	19.99	19.99
Battle Master	18.99	18.99
*Boat Buster	16.99	16.99
*Bil Eilots Mascar Challenge	17.99	17.99
*Billy the Kid	15.99	15.99
Birds Of Prey	19.99	19.99
Blade Warrior	15.99	15.99
Blue Max	18.99	18.99
Buck Rodgers	18.99	18.99
Cadaver	16.99	16.99
Cadaver Lovers (Pay Off)	10.99	10.99
*Captain Planet	16.99	16.99
Captive	15.99	15.99
*Cardinal of the Kremlin	16.99	16.99
Carriage (Pay)	10.99	10.99
Celtic Legend	21.99	21.99
Centurion	16.99	16.99
Challenge Golf	16.99	16.99
Chase Strike Back	16.99	16.99
Charge of the Light Brigade	17.99	17.99
Chinco Revenge	15.99	15.99
Chuck Rock	12.99	12.99
Chuck Yeagers A.T.F.	16.99	16.99
Cisco Heat	16.99	16.99
Colditz	18.99	18.99
Caman The Cimmerian	19.99	19.99
Corporation	9.99	14.99
Crusade for the Corpse	16.99	16.99
Cyberon III	16.99	16.99
Cyber Fight	13.99	13.99
Daimonsgate	16.99	16.99
Darman	14.99	14.99
Das Boot	21.99	21.99
*Deathbringer	16.99	16.99
Deuterious	16.99	16.99
*Disc	15.99	15.99
*Double Dragon 3 (The Rosetta)	26.99	26.99
Dragon Lair	26.99	26.99
Dragon Lair II (Timewarp)	26.99	26.99
Dragon Wars	16.99	16.99
*Dynamite Debugger	15.99	15.99
E.L.F.	14.99	14.99
Elvira Mistress of the Dark	21.99	21.99
*Elvira Mistress of the Dark II	23.99	23.99
*Epic	15.99	15.99
Elvis Superleague	14.99	14.99
Eye of the Beholder	18.99	16.99
*Eye of the Storm	10.99	10.99
Exile	16.99	16.99
F15 Strike Eagle II	23.99	23.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	14.99	14.99
*F117A	21.99	21.99
Face Off Ice Hockey	15.99	15.99
Frantic	16.99	16.99
Final Blow	16.99	16.99
Final Fight	18.99	16.99
Final Whistle	8.99	8.99
Flight of the Intruder	19.99	19.99
*Floor 13	18.99	18.99
*Formula One 3D	16.99	16.99
*Gauntlet II	16.99	16.99
Garghis Khan	21.99	21.99
*Garghis (18 Years Only)	16.99	16.99
Golds	15.99	15.99
Golden Axe	16.99	16.99
Gun Boat	16.99	16.99
Gunsip 2000	21.99	21.99
Hard Drivin II	14.99	14.99
Harequin	16.99	16.99
Hudson Hawk	14.99	14.99
Quest For Glory	21.99	21.99
Hard Nova	15.99	15.99
Hill Street Blues	16.99	16.99
*Home Alone	16.99	16.99
Hunter	19.99	19.99
Indiana Jones 500	16.99	16.99
*International Ice Hockey	16.99	16.99
IPay 3D Starz	16.99	16.99
Jahangir Khan	16.99	16.99
James Pond	14.99	14.99
*Jimmy White Snooker	16.99	16.99
*Joe Montana Football	16.99	16.99
Keys Of Marazion	15.99	15.99
Kick Off II (Half Meg)	12.99	12.99
Kick Off II (1 Meg)	N/A	15.99
Killing Cloud	15.99	15.99
*Kings Quest V	26.99	26.99
Knight of the Sky	23.99	23.99
Last Ninja II	15.99	15.99
*Lander	18.99	18.99
Leisure Suit Larry III	26.99	26.99

TITLE	ST	AMIGA
*Leisure Suit Larry V	26.99	26.99
Lemmings	15.99	15.99
Lemmings Data Disk	10.99	10.99
Life and Death	16.99	16.99
Lords of the Rings	15.99	15.99
Lost Patrol	14.99	14.99
Lotus Esprit	15.99	15.99
*Lotus Esprit II	15.99	15.99
M1 Tank Platoon	19.99	19.99
Maddog Williams	21.99	21.99
*Magic Pocket	16.99	16.99
*Magnetic Scroll	16.99	16.99
Manchester United Europe	15.99	15.99
Maupiti Island	16.99	16.99
Master Golf	23.99	23.99
*MegaLo Mania	19.99	19.99
Mega Traveller I	19.99	19.99
Merca	15.99	15.99
Metal Master	15.99	15.99
Metal Mutant	15.99	15.99
Microprose Golf	21.99	21.99
Mig 25 (Fulcrum)	21.99	21.99
Mig 25 (Super Fulcrum)	26.99	26.99
Midwinter II	23.99	23.99
*Might and Magic III	21.99	21.99
Montezuma	22.99	22.99
Moonsong	21.99	21.99
Murky Island	16.99	16.99
*Murky Island	17.99	17.99
Myth	15.99	15.99
Nam 1985-1975	18.99	18.99
Narc	15.99	15.99
Navy Seals	15.99	15.99
Nebula II	15.99	15.99
Neverending Story II	16.99	16.99
Ninja Remix	14.99	14.99
Onk	16.99	16.99
*Out Run Europa	16.99	16.99
Pang	15.99	15.99
Panzer Kick Boxing	16.99	16.99
Pegasus	10.99	10.99
PGA Tour Golf	16.99	16.99
Phlighter	15.99	15.99
Pocket of Darkness	21.99	21.99
Populous II	17.99	17.99
Populous - Sim City	21.99	21.99
Powermancer	18.99	18.99
Predator II	15.99	15.99
Pythons	16.99	16.99
Prince of Persia	15.99	15.99
Railroad Tycoon	23.99	23.99
R.B.I. Baseball II	17.99	17.99
Realms	19.99	19.99
*Rena	15.99	15.99
*RoboCop	15.99	15.99
RoboCop II	15.99	15.99
*RoboCop III	14.99	14.99
Red Land	16.99	16.99
Rolling Ronny	16.99	16.99
R-Type II	16.99	16.99
Rugby The World Cup	16.99	16.99
*Saragon	15.99	15.99
Savage Empire	19.99	19.99
*Search For The King	19.99	19.99
*Secret Weapon Of The Luftwaffe	19.99	19.99
Shadow of the Beast II	15.99	15.99
Shadow Dancer	16.99	16.99
Shadow Sorcerer	17.99	17.99
Shadow Warrior	15.99	15.99
Shuttle The Simulator	27.99	27.99
Silent Service II	23.99	23.99
*Sim Earth	16.99	16.99
Sinbad	15.99	15.99
Sidlers	16.99	16.99
Smash TV	14.99	14.99
Space Ace	26.99	26.99
Space Gun	14.99	14.99
*Space Quest IV	26.99	26.99
Speedball II	15.99	15.99
Spirit Of Excelibur	19.99	19.99
*Spot	15.99	15.99
Star Flight II	15.99	15.99
*Star Trek V	16.99	16.99
Striker II	15.99	15.99
Super Car II	15.99	15.99
Super Monaco G.P.	16.99	16.99
Super Space Invaders	16.99	16.99
Supremacy	19.99	19.99
*Suspicious Cargo	16.99	16.99
Swap	19.99	19.99
Switchblade II	15.99	15.99
Swiv	16.99	16.99
Team Yankee	19.99	19.99
Terminator II	14.99	14.99
Test Drive III	15.99	15.99
Teenage Mutant Heroes	16.99	16.99
The Adventures of Robin Hood	16.99	16.99
Their Finest Hour	19.99	19.99
*Their Finest Hour Mission	12.99	12.99
Thunderhawk	16.99	16.99
Thunderjets	16.99	16.99
*The Punisher	16.99	16.99
Tip Off	15.99	15.99
Toki	15.99	15.99
Total Recall	15.99	15.99
Tournament Golf	16.99	16.99
Turmoil II	15.99	15.99
TV Sports Boxing	18.99	18.99
Ultimate V	16.99	16.99
Ums II	19.99	19.99
Utopia	19.99	19.99
USS John Young	16.99	16.99
Vengeance of Excalibur	16.99	16.99
*Volek II	15.99	15.99
*Volford	21.99	21.99
*Wild Wheels	15.99	15.99
Wings (Half Meg)	N/A	18.99
Wings (1 Meg)	N/A	18.99
White Death (1 Meg)	18.99	18.99
Wiz Kid	14.99	14.99
*Wolfchild	17.99	17.99
Wonderland	18.99	18.99
World At War	16.99	16.99
World Class Cricket	19.99	19.99
World Class Rugby	16.99	16.99
Wraith of the Demon	19.99	19.99
WWF	14.99	14.99
*Zax	16.99	16.99
Zinn Walker	15.99	15.99

<b>HOLLYWOOD COLLECTION</b> RoboCop, Ghostbusters 2, Indiana Jones, Batman The Movie <b>ALL FOUR GAMES FOR ONLY £17.99</b>
<b>POWER PACK</b> Xenon 2, TV Sports Football, Bloodwych and Lombard Rally <b>ALL FOUR GAMES FOR ONLY £14.99</b>
<b>TNT</b> Hard Drivin, APB, Xybots, Toobin and Dragon Spirit <b>ALL FIVE GAMES FOR ONLY £15.99</b>
<b>PLATINUM</b> Black Tiger, Strider, Forgotten Worlds and Ghouls and Ghosts <b>ALL FOUR GAMES FOR ONLY £16.99</b>
<b>MAGNUM 4</b> Afterburner, Double Dragon, Operation Wolf, and Batman Capoe <b>ALL FOUR GAMES FOR ONLY £17.99</b>
<b>WHEELS OF FIRE</b> Hard Drivin, Chase HQ, Powerdirt and Turbo Outrun <b>ALL FOUR GAMES FOR ONLY £10.99</b>
<b>SOCCER MANIA</b> Football Manager 2, Gazzas Soccer, Microprose Soccer, Fball Man World Cup Edition <b>ALL FOUR GAMES FOR ONLY £9.99</b>
<b>CHALLENGERS</b> Kick Off, Super Ski, Fighter Bomber, Great Courts, and Stunt Car Racer <b>ALL FIVE GAMES FOR ONLY £17.99</b>
<b>FLIGHT COMMAND</b> Eliminator, Strike orca Harrier, Lancaster, Sky Fox and Sky Chase <b>ALL FIVE GAMES FOR ONLY £12.99</b>
<b>COMPUTER HITS VOL 2</b> Tetris, Joe Blade, Golden Path, and Black Shadow <b>ALL FOUR GAMES FOR ONLY £5.99</b>
<b>MIND GAMES</b> Austerlitz, Waterloo and Conflict in Europe <b>ALL THREE GAMES FOR ONLY £14.99</b>

<b>BIG BOX</b> Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Kryston Egg, Jumping Jackson, Big Bo, Hostages <b>ALL TEN GAMES FOR ONLY £16.99</b>
<b>FIST OF FURY</b> Dynamite Duk, Shinobi, Ninja Warriors and Double Dragon II <b>ALL FOUR GAMES FOR ONLY £16.99</b>
<b>POWER UP</b> Altered Beast, Rainbow Island, X-Out, Chase HQ and Turman <b>ALL FIVE GAMES FOR ONLY £17.99</b>
<b>WINNING TEAM</b> APB, Klax, Vindicators, Cyberball and Escape from the Robot Monsters <b>ALL FIVE GAMES FOR ONLY £19.99</b>
<b>GRANDSTAND</b> Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard, and Continental Circus <b>ALL FOUR GAMES FOR ONLY £17.99</b>
<b>VIRTUAL REALITY VOL 1</b> Midwinter, Carrier Command, Stunt Car Racer, Starglider 2 and Int Soccer Challenge <b>ALL 4 FOR ONLY AMIGA £23.99 ST £19.99</b>
<b>DOUBLE DOUBLE BILL</b> TV Sports Football, Lords of the Rising Sun, TV Sports Basketball and Wings <b>ALL FOUR GAMES FOR ONLY £20.99</b>
<b>MAGNUM</b> RVF Honda, Oriental Games, Satan, After The War, and Pro Tennis Tour <b>ALL FOUR GAMES FOR ONLY £16.99</b>
<b>VIRTUAL REALITY VOL 2</b> Virus, Sentinel, Word Dreams, Resolusion 101, Thunder Strike <b>ALL 4 FOR ONLY AMIGA £19.99 ST £16.99</b>
<b>VIRTUAL WORLDS</b> Driller, Total Eclipse, Castle Master and The Crypt <b>ALL FOUR GAMES FOR ONLY £16.99</b>
<b>AIRSEA SUPREMACY (ST)</b> Giant Service, F15 Strike Eagle, Carrier Command, P47 and Gunship (Amiga version) Wings instead of F15 Strike Eagle <b>ALL FIVE GAMES FOR ONLY £19.99</b>

**BOARD GAMES**  
Scrabble, Cludo Master Detective, Risk - The World Conquest Game  
**SPECIAL CHRISTMAS OFFER £16.99**

## BUDGET TITLES UNDER £10.00

	ST	AMIGA		ST	AMIGA
3 Stooges	8.99	8.99	Mig 29 Soviet Fighter	6.99	6.99
3D Pool	7.99	7.99	Nitro Base	6.99	6.99
ADV Full Machine	6.99	6.99	North & South	6.99	6.99
After Burner	6.99	6.99	New Zealand Story	6.99	6.99
Arkanoid I	6.99	6.99	Pro Boxing Sim	6.99	6.99
Axel Magic Hammer	6.99	6.99	Pro Tennis Sim	6.99	6.99
Bat	8.99	8.99	Super Grand Prix	6.99	6.99
Batman	6.99	6.99	Tiger Road	6.99	6.99
Barbarian II (Palena)	6.99	6.99	Toobin	6.99	6.99
Batman Caped Crusader	6.99	6.99	Treasure Island Dizzy	4.99	4.99
Batman The Movie	6.99	6.99	Operation Wolf	6.99	6.99
Beach Volley	6.99	6.99	Outrun	6.99	6.99
Blasted	6.99	6.99	Passing Shot	6.99	6.99
Blood Money	6.99	6.99	Phantasy World Dizzy	6.99	6.99
Bubble Bobble	6.99	6.99	Phantom Point	N/A	6.99
Cabral	6.99	6.99	Planetfall (Infocom)	6.99	6.99
Carrier Command	7.99	7.99	Predator	6.99	6.99
Centrifugal Squares	6.99	6.99	R.A.C. Lombard Rally	6.99	6.99
Chuckie Egg 1	6.99	6.99	Ranther 3	6.99	6.99
Chuckie Egg 2	6.99	6.99	Red Heat	6.99	6.99
Colossus Chess	7.99	7.99	Road Blaster	6.99	6.99
Confidential Circus	6.99	6.99	R-Type	6.99	6.99
Conquest + Mission Disk	N/A	6.99	Run the Gauntlet	6.99	6.99
Cray Cars	6.99	6.99	Shadow of the Beast	6.99	6.99
Double Horse Racing	6.99	6.99	Shemankam	6.99	6.99
Daley Thompson Olympic Challenge	6.99	6.99	Shinobi	7.99	7.99
Deadline	6.99	6.99	Silk Worm	6.99	6.99
Defender of the Earth	6.99	6.99	Scorcher (Infocom)	6.99	6.99
Defender of the Crown	6.99	6.99	Speedball	7.99	7.99
Delux Strip Poker	6.99	6.99	Stunt Car Racer	7.99	7.99
Double Dragon	6.99	6.99	Summer Olympiad	6.99	6.99
Dragon Ninja	6.99	6.99	Super of Road Racer	6.99	6.99
Endanger (Infocom)	6.99	6.99	Watchdogs	6.99	6.99
Fantasy World Dizzy	6.99	6.99	Sword and The Rose	6.99	6.99
Fast Food	6.99	6.99	Sword of Sodan	N/A	6.99
Flood	6.99	6.99	Table Tennis Simulation	6.99	6.99
Forgotten Worlds	6.99	6.99	Tank Attack	7.99	7.99
Gauntlet II	6.99	6.99	Targan	6.99	6.99
Guardian Angel	6.99	6.99	Tennis Cup	6.99	6.99
Hermin II	N/A	7.99	Trin On The Moon	7.99	7.99
Hard Drive	6.99	6.99	Thunderbase	6.99	6.99
Head Over Heels	6.99	6.99	Treasure Island Dizzy	4.99	4.99
Hitchhiker's Guide to Galaxy	6.99	6.99	Trivial Pursuit	N/A	6.99
IK+	6.99	6.99	Turbofan	7.99	7.99
Impact	6.99	6.99	TV Sports (US) Football	7.99	7.99
Infestation	6.99	6.99	Typhoon Thompson	6.99	6.99
It's a 1990	6.99	6.99	Vigilante	6.99	6.99
Knockout	7.99	7.99	Wacky Darts	6.99	6.99
Kick Off - Extra Time	6.99	6.99	W.C. Leinster	6.99	6.99
Kick Off Winning Tactics	6.99	6.99	Winter Olympiad	6.99	6.99
Little Putt	6.99	6.99	Witchfinder (Infocom)	6.99	6.99
Law Ninja II	6.99	6.99	Wizball	6.99	6.99
Leather Goddess of Phobos	6.99	6.99	Xenon	6.99	6.99
Licence to Kill	6.99	6.99	Zank 1 (Infocom)	6.99	6.99
Miami Chase	6.99	6.99	Zank 2 (Infocom)	6.99	6.99
Master of the Maze	6.99	6.99			



# THE One DEMOS SHOWCASE

Time once again to peel back the curtains and peek into the world of PD. Which makes us wonder why this section is called...

## Pick Of The Month COMPANION 1

A shoot 'em up by any other name, but quite a good one nonetheless. *Companion 1* is set far off into the future, after the acquisition of an unmanned UFO containing nothing but a map. An expedition sets off to follow the galactic directions (straight past the Nebulus Minor, left at the lights of the Great Bear) only to fall short of its destination due to power failure.

In order to boost the engines, you have to zip down to a nearby planet and collect as much of its mineral content as possible... while shooting the conveniently hostile locals. Sounds like a cue for a senseless, action-packed blast to me.

It's not as fast or furious as it sounds, but has quite a nicely balanced difficulty curve. The absence of a lives system, replaced with the need to constantly boost your energy as you fly over power points, makes for challenging gameplay, as do the multi-weapon feature and the wrap-around planet effect. All these elements make *Companion 1* quite a compelling little offering.



CONTRARY TO THE TITLE, *Companion 1* puts you alone against the enemy.



MORE TRIGGER-HAPPY action in the far off future.

## MANIAX

There's seems to be more *Qix*

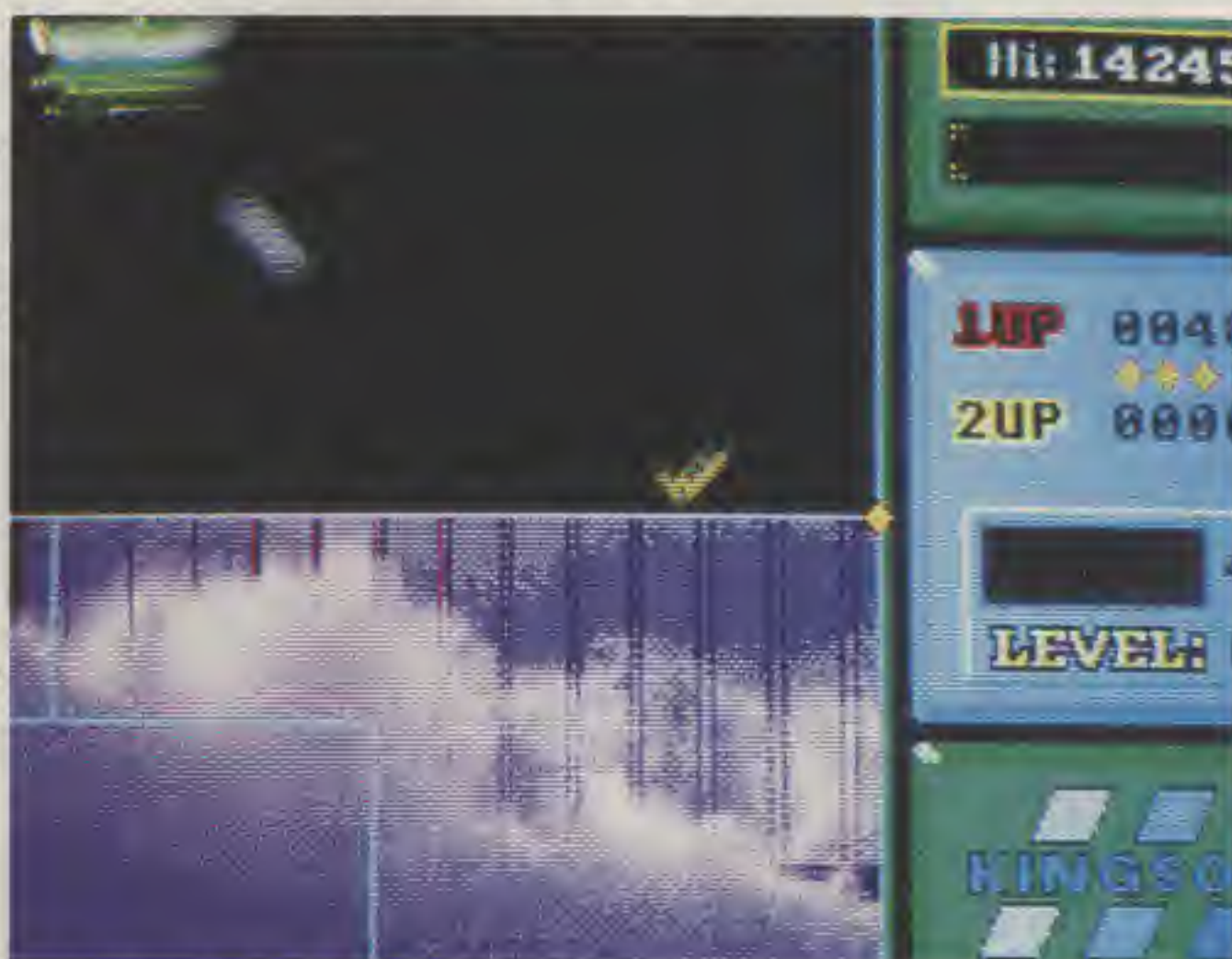
variants in Public Domain than anything else, *Maniax* just happens to be one of the better ones. Not the best but certainly one of the better ones. *Qix/Maniax* involves filling a screen full of coloured boxes (in this case each box makes up part of an overall picture) while avoiding the many aliens that float around.

Plenty of bonuses are up for grabs, including speed-ups and freeze rays, and it all culminates into one big package of fun. But then I'm biased,

I've always been a big fan of *Qix* and to be honest, there isn't really a way to make a bad version of the game. *Maniax* just follows in this tradition.



DON'T GET A complex, get...erm... *Maniax*.



THE TOTALLY BONKERS *Maniax*: "One big package of fun", apparently.



# THE One DEMOS

## HAUNTED HOUSE

Ladies and gentlemen, welcome to the annual Worst Game In PD Awards, and the winner, by miles, is *Haunted House*. This really is dreadful, however you approach it. Crude graphics (even for PD standards), terrible sound (even for PD standards) and awful controls (even for... never mind), it really has no redeeming feature.

Our hero is trapped inside (guess what) a haunted house and has to collect as many keys and crosses as possible before finding the exit and his freedom. What frightens me most about this program is that the title screen says 'Demo Platform Game For PD. Release'. Now, if this means that Paradox Software (the people that credit themselves with this) is going to release a full version of this game, I'm off.



TO SAY OUR REVIEWER didn't like *Haunted House* is to say that Winter follows Autumn and curries cause involuntary bowel activity. Anyway, for those of you watching in black and white, here's a clip.



## COLOURSPACE

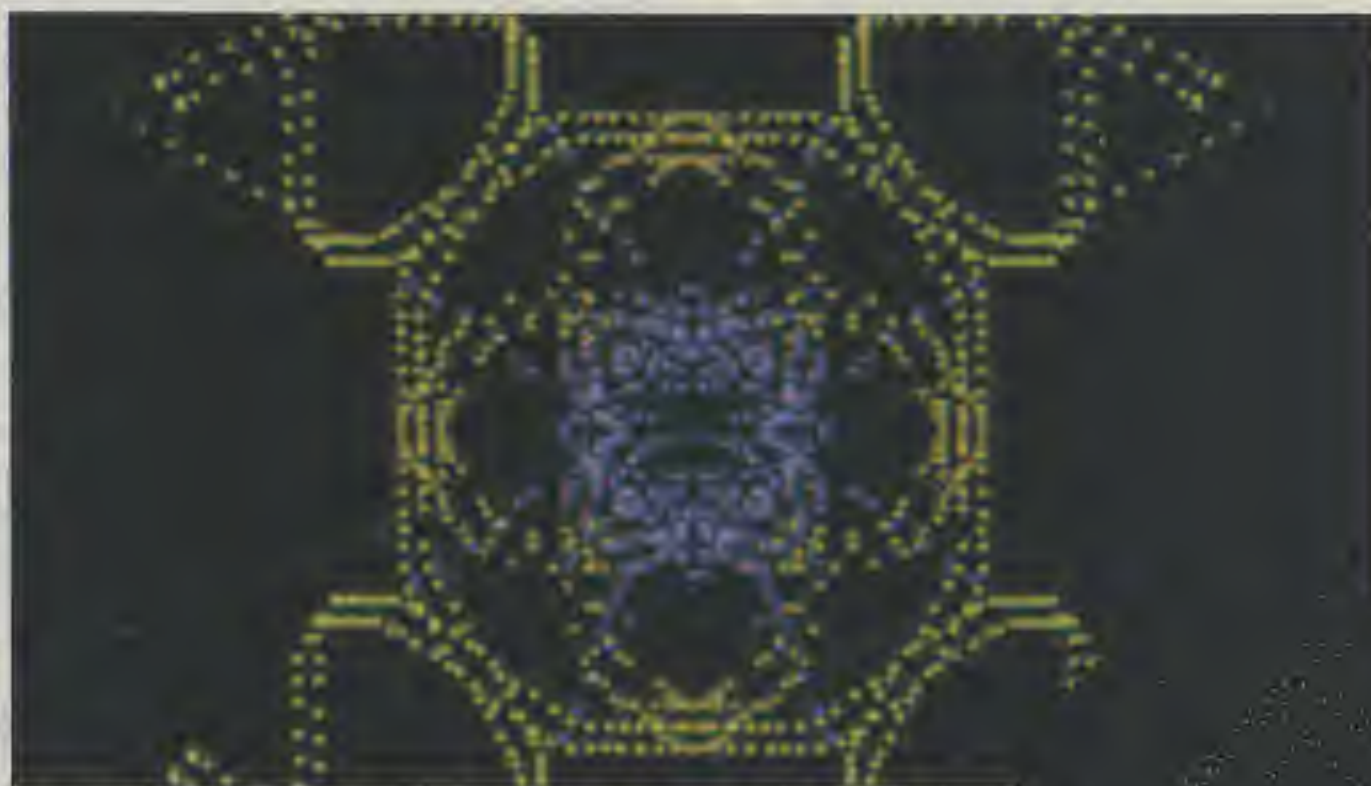
Aarrghh!  
Jeff

Minter is back

again, although this time he's strangely llama-less. There seems to be no start to this man's talents, if not with furry animals then with flashing lights and coloured dots.

*Colourspace* is one of those strange, useless programs that come by every once in a while. Using your mouse you just create swirling patterns of colour on the screen, preferably in tune to a piece of music that you have playing on your stereo.

You can choose from all sorts of backgrounds and play with all sorts of colours, and that's about it. You can get much the same effect by lighting a sparkler and turning the light off. Still, it takes all sorts to make a world and there must be someone out there into all this. It ain't me though.



COLOURSPACE: A llama-less Jeff Minter is back with one of those strange, useless programs that come by every once in a while. Well, so-rrry!

## THE LOST BOYS

This is another of those 'honourable mention' demos that I mentioned covering a few months back. *The Lost Boys* have always occupied a soft spot in our spleens with their constant stream of 'outrageous', 'wacky', Swedish humour and their 'top-class' programming talents in their many, many megademos.

They're back with another one which at first glance looks pretty good. Well, the menu does at any rate. A tasty little 3D vector flight sim-type assails your viewing receptacles, moving swiftly and smoothly (sounds like a cartoon series) and containing a collection of the usual *Lost Boys* paraphernalia, accessed via a number of landing pads.

Forget the demos, it's the menu that's got all the fun. There are mountains to avoid, cliffs to dodge, canyons to weave through, it's brilliant.



SPLENDID ENTERTAINMENT from those wacky Swedes, always welcomed by this particular internal organ grinder.





	HC	DIVI
Amiga	<input type="checkbox"/>	<input type="checkbox"/>
Amiga 1 Meg	<input type="checkbox"/>	<input type="checkbox"/>
Atari ST	<input type="checkbox"/>	<input type="checkbox"/>
	\$19.95	\$19.95



There was plenty of good news for strategy addicts at the European Computer Entertainment show in September. Our strategy scout, Lee Paddon, reports back.

# SHOWTIME STRATEGY

## MICROPROSE

MICROPROSE HAS NEARLY COMPLETED WORK on the IBM version of *Civilization* which looks a worthy follow-up to *Railroad Tycoon* and which will, like the latter game, eventually make its way onto the ST. Whilst the full game lasts for 6,000 years in game terms, a player can opt to play a 100 year segment. The playing area can either be the real world or a computer generated one. The player must balance the needs of defence, economics and politics, but gets help from the game's Artificial Intelligence which offers advice on all the aspects of play. So far this sounds like a rip-off of EA's *Imperium*, but this time we can expect to be told what these causes and effects are, rather than having to work it all out for ourselves. It might be as well to set aside a week or two to read the manual let alone play the complete game.

MicroProse is obviously feeling a little left

behind in the bad taste rush to cash in on the Gulf War. It is therefore relaunching its *Stealth Fighter* game and publishing a Desert Storm data disk for *F-15 II*. MicroProse claims that, in addition to featuring new theatres of combat, the new *Stealth Fighter* game uses declassified data about the F17A as well as enhanced AI.



F17A Nighthawk Stealth Fighter 2.0 as seen in its PC incarnation. ST owners should be able to take it for a spin real soon.



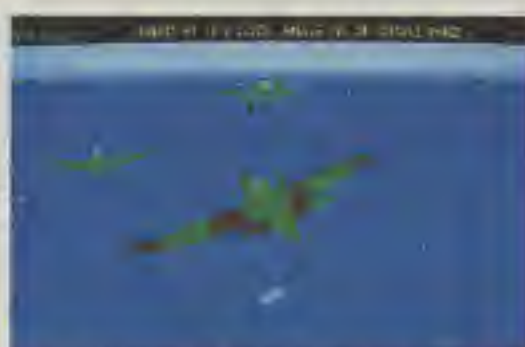
The success that was *Railroad Tycoon* gets a repeat treatment in *Civilization*.

## MIRRORSOFT

MIRRORSOFT WAS PREVIEWING four titles on its strategy PSS label. *Reach for the Skies* is the much delayed WWII flight sim. This is obviously going to compete head on with *Secret Weapons of the Luftwaffe* from LucasFilm/ US Gold which follows on from the very popular *Battle of Britain* game. Mirrorsoft too is promising a strategic overview using the *Flight of the Intruder* system. *Riders of Rohan* is a Tolkeinesque game which unfortunately has some 'arcade sequences' in it. This sort of thing either means that the strategy in the game boils down to joystick wiggling or the aforesaid wiggling is a repetitive and time-wasting irrelevance. The company also has a fantasy role playing game called *Legend*, from Tag, the development team responsible for *Bloodwych*, and which it promises will feature both 2D and 3D isometric sequences with a simple user interface.

*Red Phoenix* is based on the book by Larry Bond set in the Korean War. The game can be played from the viewpoint of one of six major characters and claims to incorporate the latest flight and submarine simulation technology. As far as I'm aware there were no major naval or submarine conflicts in that war, but I haven't read the book so I shall say no more.

*Riders of Rohan* (below) — too much joystick wiggling?



More historic flight simulation with *Reach for the Skies*.



A *Legend*-ary new offering from Mirrorsoft.

## INDEPENDENTS

AMONGST THE MANY RETAILERS attending the show was Steve Harper who owns the invaluable company Strategic Plus Software. The seventh edition catalogue is now available and contains short 'reviews' of the huge list of titles Harper stocks or hopes to have soon. Amongst these is *Third Reich*. The authors, Avalon Hill, don't have a distribution agent, so the game is likely only to be available through Strategic Plus or by direct import from the US. The game is a computer version of the classic board game from John Parados. First released in the 70s and still in print in its fourth edition, the board game set the standard for strategic level games. Unlike other games, the historical straitjacket is fairly mild. If you want to invade Spain to get at Gibraltar as the Axis, you can, but there are reasonable, historic reasons for and against. The seasonal turn/corps level of the game makes it a little abstract at times but it avoids the mammoth proportions of many games of this level.

If you're interested in *Third Reich* or any other Strategic Plus Software products, contact them at 2B D and E The Courtyard, High Street, Hampton Hill, Middlesex TW12 1PD. Telephone (081) 277 8088



**FIRST FLOOR OFFICE, 16 LINDEN GARDENS,  
CHISWICK, LONDON W4 2EQ**  
**Telephone: 081-747 9344**  
**Fax: 081-995 1325**  
Hours of opening: Mon-Sat 10.00am – 6.00pm

3D Construction Kit.....	£26.99	F19 Stealth Fighter.....	£19.99
4D Sports Boxing*.....	£16.99	F29 Rotaliator.....	£14.99
6888 Sub Attack.....	N/A	Feudal Lords.....	£16.99
A10 Tank Killer.....	£22.99	Final Conflict.....	£16.99
ADS.....	£16.99	Final Whistle.....	£8.99
Adidas Golden Shoe*.....	£15.99	Final Fight.....	£16.99
ATF II.....	£16.99	Flight of the Intruder.....	£19.99
Afrika Karpis*.....	£16.99	Formula One*.....	£16.99
Agony*.....	£18.99	Gauntlet III*.....	£16.99
Alcatraz*.....	£16.99	Gods.....	£15.99
Alpha Waves*.....	£16.99	Gun Boat.....	£16.99
Armalyte.....	£16.99	Gunship 2000*.....	£21.99
Armoureddon.....	£16.99	Hard Drivin II.....	£14.99
Atomic Robo Kid.....	£15.99	Harpoon (1 Meg).....	£21.99
Awesome.....	£16.99	Hill Street Blues.....	£15.99
Back to the Future III.....	£16.99	Home Alone*.....	£16.99
Barbarian II (Psygnosis).....	£16.99	Hunter.....	£19.99
Bard Tale III.....	£16.99	Hudson Hawk*.....	£14.99
B.A.T.....	£22.99	Impenium.....	£16.99
Battle Command.....	£14.99	Indy 500.....	£16.99
Battle Chess.....	£14.99	Jahangir Khan.....	£16.99
Battle Chess II.....	£14.99	James Pond.....	£14.99
Battle Master.....	£18.99	Jimmy White Snooker.....	£18.99
Billy The Kid*.....	£15.99	Kick Off II (1/2 Meg).....	£12.99
Blade Warrior.....	£15.99	Kick Off III (1 Meg).....	£15.99
Blue Max.....	N/A	Killing Cloud.....	£15.99
Bomber Bob.....	£15.99	Last Ninja III*.....	£15.99
Brain Blaster.....	£16.99	Leisure Suit Larry III.....	£26.99
Bral.....	£15.99	Lemmings.....	£15.99
Buck Rodgers.....	£18.99	Loom.....	£18.99
Cadaver.....	£16.99	Lost Patrol.....	£14.99
Cadaver Pay Off Levels.....	£10.99	Lotus Esprit.....	£15.99
Carve Up.....	£14.99	Lotus Esprit II*.....	£15.99
Carthage.....	£16.99	M1 Tank Platoon.....	£19.99
Celtica GT4 Rally.....	£15.99	Magic Pockets*.....	£16.99
Centurian.....	£16.99	Manchester Utd Europe.....	£15.99
Chase H.Q. II.....	£15.99	Maupiti Island*.....	£16.99
Chuck Rock.....	£12.99	Megalomania*.....	£19.99
Chuck Yeager ATE.....	£16.99	Mercs.....	£16.99
Colditz.....	£18.99	Metal Master.....	£15.99
Corporation.....	£9.99	Mig 29.....	£21.99
Cruise for the Corpse.....	£16.99	Midwinter II.....	£23.99
Cybercon III.....	£16.99	Night and Magic III*.....	£21.99
Cyber Fight.....	£15.99	Monkey Island.....	£16.99
Darkman.....	£14.99	Monkey Island II*.....	£17.99
Dick Tracey.....	£15.99	Narc.....	£15.99
Disc*.....	£15.99	Navy Seals.....	£15.99
Double Dragon 3 The Rosetta*.....	£16.99	Nightbreed.....	£15.99
Dragons Lair.....	£26.99	Nightshift.....	£16.99
Dragons Lair II Time Warp.....	£26.99	Nitro.....	£15.99
Dragon Wars.....	£16.99	Outrun Europa*.....	£16.99
Elf.....	£14.99	Pana.....	£15.99
Elvira Mistress of the Dark.....	£21.99		
Epic*.....	£15.99		
Eye of the Beholder.....	£18.99		
F15 Strike Eagle II.....	£23.99		

**COMBAT ACES**  
Fighter Bomber;  
Gunship;  
Falcon;  
\$18.95

**TOP LEAGUE**  
Speedball II, Rick Dangerous,  
TV Sports Football, Midwinter,  
Falcon  
£19.99

**HOLLYWOOD  
COLLECTIONS**  
Robocop, Ghostbusters 2,  
Indiana Jones, Batman  
£17.99

**GRANDSTAND**  
Gazza, Pro Tennis Tour,  
World Class Leaderboard,  
Continental Circus  
\$17.99

**PLATINUM**  
Black Tiger, Strider,  
Forgotten Worlds,  
Ghouls and Ghosts  
\$16.98

**RAINBOW COLLECTION**  
Rainbow Island,  
Bubble Bobble,  
New Zealand Story  
£12.99

**PRECIOUS METAL**  
Xenon, Captain Blend  
Crazy Cars,  
Arkanoïd  
F14 98

**MAGNUM 4**  
Afterburner, Double Dragon,  
Operation Wolf,  
Batman Cuped Crusader  
\$14.99

**POWER PACK**  
Xenon 2, TV Sports Football  
Bloodwych,  
Lombard Rally  
\$14.99

**FULL BLAST**  
Chicago 90, Bill Dangerous,  
Highway Patrol, P47.  
Carrier Command, Fenton Formula One  
2:17:00

**POWER UP**  
Altered Beast, Rainbow Island,  
X-Out, Chase HQ,  
Turrican  
\$17.99

**FIST OF FURY**  
Dynamite Duo, Shinobi  
Ninja Warriors,  
Drizzle Dragon II  
\$14.99

**SOCCER MANIA**  
Football Manager II, Gazza,  
Micro Soccer,  
Football Manager World Cup  
£9.99

**WHEELS OF FIRE**  
Hard Drive, Chase HQ,  
Power Drift,  
Turbo Custom  
\$29.95

**CHALLENGERS**  
Kick Off, Super Ski,  
Fighter Bomber, Great Court,  
Stunt Car Racer  
\$17.00

**DOUBLE DOUBLE BILL**  
TV Sports Football  
Lords of the Rising Sun,  
TV Sports Basket Ball, Wings  
and on

**MIND GAMES**  
Austerlitz,  
Waterloo,  
Conflict in Europe  
\$14.99

**FIGHT COMMAND**  
Eliminator, Strike Force Hammer,  
Lancaster,  
Sky Foe, Sky Chase  
\$12.99

**COMPUTER HITS VOLUME II**  
Tetris, Joe Blade,  
Gekken Path,  
Black Shadow  
\$4.99

**VIRTUAL REALITY VOLUME ONE**  
Midwinter, Corner Command,  
Shint Car Racer, Starglider II,  
Soccer Challenge  
\$19.99

**BIG BOX**  
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin, Purple  
Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages  
**£16.99**

**BOARD GAMES**  
Scribble, Cludo Master Detective, Risk – The World  
Conquest Game  
Special Christmas Offer £16.99

Panza Kick Boxing.....	£16.99
PGA Tour Golf.....	N/A
Pit Fighter.....	£15.99
Plating.....	£15.99
Populous - Sim City.....	£21.99
Powermonger.....	£18.99
Predator II.....	£15.99
Prehistoric.....	£16.99
Prince of Persia.....	£15.99
Puzznic.....	£15.99
Railroad Tycoon.....	£23.99
R.B.I. Baseball II.....	£17.99
Robocop II.....	£15.99
Robocop III*.....	£14.99
Rugby World Cup.....	£16.99
Savage Empire.....	£19.99
Search For The King.....	£19.99
Shadow of the Beast II.....	£15.99
Shadow Dancer.....	£16.99
Shadow Warrior.....	£15.99
Sim Earth*.....	£16.99
Simpsons*.....	£15.99
Space Ace.....	£26.99
Speedball II.....	£15.99
Strider II.....	£15.99
Super Cars II.....	£15.99
Super Monaco GP.....	£16.99
Supremacy.....	£19.99
Swiv.....	£15.99
Team Suzuki.....	£15.99
Team Yankee.....	£19.99
Terminator II*.....	£14.99
Their Finest Hour.....	£19.99
Their Finest Hour Mission Disk.....	£12.99
Toki.....	£15.99
Total Recall.....	£15.99
Turrican.....	£9.99
Turrican II.....	£15.99
Ultimate Ride.....	£16.99
Ultimate V.....	£18.99
UMS II.....	£19.99
UN Squadron*.....	£15.99
Viz.....	£15.99
Wings (half Meg).....	£18.99
White Death (1 Meg).....	£19.99
Wolf Pack.....	£19.99
Wolf Child*.....	£17.99
Wonderland.....	£18.99
World at War.....	£16.99
Wrath of the Demon.....	£18.99
WWF.....	£14.99
Zeus*.....	£16.99
Zitrix.....	£16.99

## BUDGET TITLES

3-D Pool.....	£7.99
After Burner.....	£6.99
Arkanoïd II.....	£6.99
Axel's Magic Hammer.....	£6.99
Boal.....	£7.99
Barbarian II (Palace).....	£6.99
Batman Caped Crusader.....	£6.99
Blasteroid.....	£6.99
Blood Money.....	£8.99
Centerfold Squares.....	£6.99
Chuckie Egg.....	£8.99
Chuckie Egg II.....	£8.99
Colossus Chess.....	£6.99
Continental Circus.....	£6.99
Crazy Cars.....	£6.99
Daily Double Horse Racing.....	£6.99
D. Thompson Olym Chall.....	£6.99
Def of the Crown.....	£8.99
Deluxe Strip Poker.....	£6.99
Double Dragon.....	£6.99
Dragon Ninja.....	£6.99
Fantasy World Dizzy.....	£6.99
Forgotten Worlds.....	£6.99
Gauntlet II.....	£6.99
Hard Drivin.....	£6.99
H.H.'s Guide to the Galaxy.....	£8.99
Kick Off + Extra Time.....	£6.99
IK+.....	£6.99
Last Ninja II.....	£6.99
Leather Goddess.....	£8.99
Licence to Kill.....	£6.99
Moonwalker.....	£6.99
North & South.....	£6.99
Operation Wolf.....	£6.99
Outrun.....	£6.99
Predator.....	£6.99
RAC Lombard Rally.....	£6.99
Rainbow III.....	£6.99
Road Blaster.....	£6.99
R Type.....	£6.99
Run The Gauntlet.....	£6.99
Shadow of the Beast.....	£8.99
Silk Worm.....	£6.99
Speedball.....	£7.99
Super Hang On.....	£6.99
Super Off Rd Racing.....	£9.99
Switchblade.....	£6.99
TV Sports Football.....	£7.99
Treasure Island Dizzy.....	£4.99
Vigilante.....	£6.99
WC Leaderboard.....	£6.99
Wizball.....	£6.99
Zenon II.....	£7.99

\* At the time of printing these games were not available, but will be despatched to you on release date.

## Order Form

Please charge my Access/Visa card no:

[illegible]

Expiry Date:

ST ONE NOVEMBER 91

[illegible]

Name \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_ Tel: \_\_\_\_\_

Please make cheques and/or postal orders payable to: Lazer Software  
Credit card orders taken. 75p postage and packing. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item.  
All items subject to availability. E. & O.E.



# TIPS

**NOVEMBER 1991**

...(mumble)... at least they got the picture right this time... Oh! You're here! Hi!



Welcome to another month of tips, cheats,

guides and other synonyms for hints. What's in store?

Mega-lo-Mania (just over

there ☺), Jimmy

White's

Whirlwind

Snooker,

Thunderhawk, Head Over

Heels, Railroad Tycoon and

more. If that wasn't

enough... what? They've

put Schwarzenegger's

picture in?... I'll

live with that...

"I'll be back"

next month.



**BRIAN 'T2000' NESBITT**

Has power gone to your head yet? No? Then perhaps you need some help. Jon Mare offers 21 hints on becoming a true megalomaniac.

# MEGA LO MANIA

1 Pick the starting sector with the best elements for the inventions you wish to make this time round.

2 Learn from experience which elements are best for which designs.

3 If you design something and the designer says 'ergonomically terrific', note down the sector it was in then look under the blueprints for the design. You will see a hand showing an OK symbol to indicate that the design is 'ergonomically terrific'. Note down the components of the design - this is one of the perfect ways to design this object and reduces design time by half. If you see another sector later in the game with the same elements available then you know that this design can be knocked out in next to no time.

4 Sectors with many gatherable elements are often the best to produce weapons fast for a quick 'Surprise Attack!'

5 Sectors with mostly gatherables are not as desirable if the game has gone on to the later stages. Especially in Epoch 3 it is advisable to find a sector with some more sophisticated elements.

6 Eventually you should be able to

learn the best seams to mine and the ones to leave alone in order to be able to design the object of your desire.

7 Whenever a new seam is mined it is always best to check the design menu first in case a new design has become available.

8 If a seam or element is totally used up, thereby making a design impossible to produce any more, bin the design on the blueprints menu and there is a chance you may be able to redesign it with the elements you have left.

9 If you want, say, an army weapon and you have only shields and building weapons these will sometimes shift you up a tech level. This will in turn make another element available which could well lead to the design you require.

10 In order to produce designs that are quick to either make immediately or manufacture, try making as much as possible before starting any mining as inventions made from gatherables save valuable time and man power.

11 Always wait until clocks have ticked down to zero before changing the factory to produce a new object

Aishe	Bezooks	Gille
<ul style="list-style-type: none"> <li>Rock</li> <li>Slate</li> <li>Solanum</li> <li>Herbinta</li> <li>Wood</li> <li>Parasite</li> <li>Bethlum</li> <li>Moonite</li> </ul>	<ul style="list-style-type: none"> <li>Bones</li> <li>Planetarium</li> <li>Herbinta</li> <li>Valkin</li> <li>Slime</li> <li>Bethlum</li> <li>Herbinta</li> <li>Parasite</li> </ul>	<ul style="list-style-type: none"> <li>Bones</li> <li>Solanum</li> <li>Valkin</li> <li>Aquarium</li> <li>Rock</li> <li>Amidze</li> <li>Vendium</li> <li>Wood</li> <li>Planetarium</li> <li>Solanum</li> <li>Parasite</li> <li>Wood</li> <li>Solanum</li> <li>Aquarium</li> </ul>
	<ul style="list-style-type: none"> <li>Rocks</li> <li>Bones</li> <li>Planetarium</li> <li>Vendium</li> <li>Wood</li> <li>Moonite</li> <li>Kraldee</li> </ul>	<ul style="list-style-type: none"> <li>Moonite</li> <li>Slate</li> <li>Parasite</li> <li>Wood</li> <li>Bethlum</li> <li>Amidze</li> <li>Vendium</li> <li>Wood</li> <li>Solanum</li> <li>Aquarium</li> </ul>
		<ul style="list-style-type: none"> <li>Slate</li> <li>Bethlum</li> <li>Amidze</li> <li>Vendium</li> </ul>
<p><b>EPOCH 1</b></p> <p><b>KEY</b></p> <ul style="list-style-type: none"> <li>Gatherables</li> <li>Open cast mine</li> <li>Pit mine</li> <li>Best starting sector</li> </ul>		





and likewise think twice when designing – aborting a half completed design is wasting time.

12 Knowledge of different elements in different sectors can help you read what your computer opponents are likely to arm themselves with.

13 Try to keep your men balanced between tasks to maximise efficiency. Only throw men all into one thing if you are in an emergency.

14 If time is on your side try to leave as many men as possible to reproduce in the tower. Men are your currency, so bank wisely.

15 If you are under fire but with time on your side, designing shields from just gatherables can be a lifesaver.

16 Play sensibly, don't send unarmed men to attack buildings as they will have no effect. Only do this by sending one or two lambs to the slaughter as a tester to see what sort of armies they have hidden away.

17 Use the map to see what your enemies are up to.

18 A building weapon man is twice as strong as an armed man on the ground from the same area.

19 If next to an opponent at the start, try to ally with him immediately to stop him attacking you.

20 If your backs are against the wall and you are about to die, try allying with your aggressor. You have nothing left to lose.

21 Play an island with loads of men to suss it all out and then play it again with fewer and fewer men, see how low you can go. Remember....

Use as few men as possible!

### TARGET MEN TO COMPLETE EACH ISLAND

Aloha 5	Bazooka 10
Gila 10	Dracula 15
Elctra 15	Formica 20
Gazza 20	Hernia 20
Ibiza 15	

### SHIELD DESIGN

	Rocks	Slate	Bethlum	Herbrite	Valium	Aquarium
	Wood	Moonlight	Solarium	Yeridium	Parasite	Paladium
	Bones	Planetarium	Aradite			
<b>Epoch 1</b>	Shield 1 Shield 2 Shield 4	Shield 1 Shield 3	Shield 2 Shield 4	Shield 3	Shield 4	
<b>Epoch 2</b>	Shield 1 Shield 3 Shield 4	Shield 2	Shield 1	Shield 2 Shield 3	Shield 3	Shield 4
<b>Epoch 3</b>	Shield 2 Shield 3 Shield 4	Shield 1	Shield 4	Shield 1 Shield 2	Shield 2	Shield 3 Shield 4

Sectors with these elements are most likely to be able to produce these designs.

All elements can be used in all designs with the exception of rock and stick weapons, but the listed weapons are more likely to be designed from these elements.

### DESIGNS THAT ELEMENTS ARE GOOD FOR

<b>Rocks, Wood and Bones</b>	Longbow
Rock Weapon	Cannon
Catapult	Boiling Oil
Spear	Crossbow
Bow & Arrow	
Crossbow	<b>Herbrite, Yeridium</b>
	Longbow
	Giant Catapult
<b>Slate, Moonlite, Planetarium</b>	
Pike	
Longbow	<b>Valium, Parasite</b>
Giant Catapult	Bow and arrow
Stick Weapon	Boiling Oil
Spear	Musket
Musket	
<b>Bethlum, Solarium, Aradite</b>	<b>Aquarium, Paladium</b>
Catapult	Giant Catapult
Pike	



### THE TEAMS

#### Scarlet – Red

Usually a good bet for a quick alliance but prone to infidelity. Tends to attack frequently and, with unpredictable armies, can be quite easily tempted into a battle in order to divert her men away from duties at home.

Try to avoid picking a starting sector next to her or she could cause trouble. Likes designing army weapons.

#### Oberon – Yellow

Likes to offer herself in alliance more than most. Veers towards the less reliable side of faithfulness.

Attacks erratically, useful ally in battle, prone to retaliation. Likes to design any weapon.

#### Caesar – Green

Not so easy to persuade to ally, but worthwhile and fairly reliable.

Seems to have the best balance between attack and defence. Likes building weapons best as knows designs. Try to limit his territory.

#### Medcap – Blue

Difficult to persuade but faithful as the day is long in alliances. Not one to suggest 'shacking up' very often.

A careful tactician, he rarely makes a false move. Hit him early to put him off balance. Likes designing building shields.

Tends to attack seldom but overpoweringly.



# BRIAN NESBITT'S HELPING HANDS

THERE IS A DIFFERENCE between a cheat and a tip, you know:

**cheat** (tjeet) vb. 1. to deceive or practice deceit, esp. for one's own gain; trick or swindle. 2. (intr) to obtain unfair advantage by trickery.

**tip** (tip) n. 1. a payment given for services in excess of the standard charge; gratuity. 2. a helpful hint or warning. 3. a piece of inside information esp. in betting or investing.

That's what I'm after, inside information, helpful hints. Cheats are all very well, but if you can find a way of gaining progress in a game, by outthinking it, isn't that more satisfying? You're also more likely to win the Star Tip prize of £50 of software. But for now, it's on with your letters...

Dear Brian,  
I'm having trouble with Cadaver The Pay-off.

- 1) I need one more jewel to insert into the third skull in the high street. How do I find it?
- 2) I have a small chest key and a green casket, but I

can't get the casket to open.

- 3) Where can I find a Dispel Trap spell so I can open the many chests which have traps?
- 4) Is there a cheat for invulnerability and unlimited gold?
- 5) Will you be doing the full solution to The Pay-off for us adventurers?
- 6) Will there be another sequel after The Pay-off?

Paul Bagnarol, New York, USA

For questions 1 to 4, I have to answer no, because the answer to question 5 is yes. As to another sequel, I don't know. It depends whether The Pay-off pays off I suppose.

Dear Brian,  
Please can you help - again?? I am still trying to complete Voodoo Nightmare. I think I have completed the Eagle Temple but:

- a) I can't get out.
- b) I am unable to find the light to enable me to enter the Temple of the Ape.

Please can you help?

Adrian Bernascone, Shoreham-By-Sea, Sussex  
Um... no, not really. Like I said before, the light is in one of the previous temples (unfortunately, I don't know which) and I can't help you get out if you don't tell me where you're stuck. Listen, if

## STAR TIP

### THEIR FINEST HOUR: BATTLE OF BRITAIN

This one actually arrived in the office some time ago, but was misplaced amongst all the garbage on my desk. Fortunately, I found it and now you can benefit from the wisdom of F. B. Dickens of Tyseley, Birmingham.

*"It is pointless going into a Campaign without experienced pilots and creating them by playing scenarios is a long and frustrating job. Play scenarios with fighters on your side only until your pilot has amassed a score. Then go to the ST Desktop and clone your pilot by copying the data file into another one with the same name length and extension (eg. 109). Having created several ace pilots as escorts, you can then build up a score as a bomber pilot and repeat the cloning process."*

anyone can help (please, we're both getting desperate) can you send me a solution and I'll pass it on, thanks.

Dear Brian,  
I need help with Delphine's Operation Stealth. I can get out of the airport and get the key and card from the man who is shot in the park, but then I get stuck. If I go to the safe in the bank, the KGB get me when I take the secret files. I have tried everywhere but am still stuck. Please can you help me or I will go mad and throw all the disks on a ceremonial fire.

Josh Casswell, Acomb, York  
I'm thinking of starting a competition: The best/worst funniest/strangest way of signing off a letter each month (although yours is going to take some beating Josh). Anyway, You're supposed to get caught by the KGBs, who should tie you up and dump you in a mine shaft. I won't tell you how to escape, but here's a hint: search the ground you're sitting on to find the 'object you wanted so much' (sic).

### WOT NO LEMMINGS?

Sorry but there simply wasn't enough room. They'll be back in 31 days.

## CHEATS

### MIDNIGHT RESISTANCE

Pause the game with the Help key and type SAMANTHALYON. You now have infinite lives and credits, and pressing the following keys have different effects:

- F1 - Normal Rifle
- F2 - Full Auto
- F3 - Three Way
- F4 - Shotgun
- F5 - Fire
- F6 - Homing Missiles
- F7 - Shower
- F8 - Nitro
- F9, F10 - Quit game

FROM: JONATHAN and ROBERT WRIGHT, ALDERTON, SUFFOLK

### FIGHTER BOMBER

Enter your pilot's name as BUCKAROO and you can fly any mission you want to.

FROM: MIKE SURESY, BIRMINGHAM

### ENCHANTED LANDS

On the title screen type TCB RULES FOREVER and wait for it to flash. Now by pressing 1-5 you can select a level, while:

- F2 - takes you to the end of the level
- F3 - lets you set your own statistics
- F4 - kills the end of level monster
- F10 - changes the border to pink

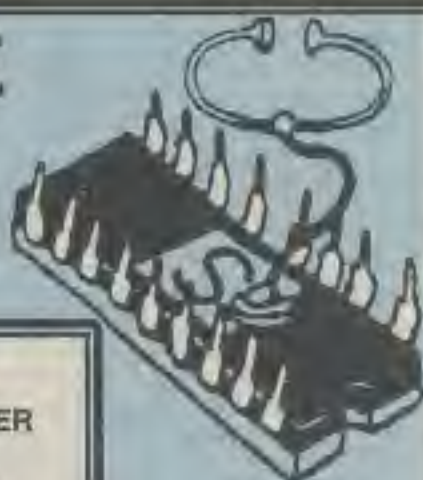
FROM: JACKIE MERRAT, PUTNEY, LONDON

## TROUBLESOME FAULTY ST?!!

Quality ST Repairs

From only £23.50

\* FOR SPEED, FREE POSTAGE  
+ PEACE OF MIND  
CALL FOR OUR FIXED PRICE OFFER  
ANYWHERE IN THE UK!  
Includes free piece of software!



SHOP 10  
BRIDGE PARK  
HARROW  
ROAD  
BRENTFIELD  
NW10 0RG

Ring Repairs Hotline  
STAR ASSOC. Computers  
Wembley 081 961 5366/4412

ST  
MEMORY  
UPGRADES  
FITTED



# SOFTWARE CITY



Unit 4, B.D.C., 21 Temple Street, Wolverhampton. WV2 4AN.

Tel : 0902 25304. Fax: 0902 712751

CALL US ON : 24 HOUR CREDIT HOTLINE 0902 25304

EUROCARD

MASTERCARD

AMERICAN EXPRESS

## ATARI ST GAMES

## COMPILATIONS

3-D Construction Kit (New)	27.99
3-D Pool	9.99
1945	7.99
A.P.B.	7.99
Advanced Destroyer Sim.	17.50
Advanced Fruit Machine Sim.	8.99
Alien Breed (New Price)	7.99
Armalyte New	17.50
Armour Geddon	17.50
Barbarian 2	7.99
Batman The Movie (New Price)	7.99
Battle Chess	17.50
Beach Volley	7.99
Blonic Commando	7.99
Blitzkrieg May 1940	17.50
Blood Money (New Price)	7.99
Breach 2 Enhanced (New)	21.50
Brian Clough's Football Fortunes	9.99
Bubble Bobble (New Price)	7.99
Cabal (New Price)	7.99
Cadaver	17.50
Cadaver The Play Off	10.99
California Games	7.99
Captive	17.50
Centrefold Squares	9.99
Challenges Golf 3-D	17.50
Chaos Strikes Back	17.50
Chess Champion 2175	21.50
Chuck Rock	17.50
Chuckie Egg 1 or 2	9.99
Cloud Kingdoms (New Price)	7.99
Confront Fighting For Rome	21.50
Colossus Bridge	17.50
Colossus Chess 10	17.50
Conflict Europe (New Price)	9.99
Conqueror (New Price)	7.99
Continental Circus	7.99
Cricket Captain	17.50
Cyberball (New Price)	7.99
Daily Double Horse Racing	9.99
Defender Of The Crown	9.99
Degas Elite	17.50
Dekase Paint	41.99
Dekase Scrabble	13.99
Dekase Strip Poker	9.99
Dragon Ninja (New Price)	7.99
Duck Tales (New)	17.50
Dungeon Master	17.50
Elf (New)	17.50
Elite	17.50
Enllyn Hughes Soccer	17.50
European Super League	17.50
F15 Strike Eagle 2	24.99
F-16 Combat Pilot	17.50
F-19 Stealth Fighter	21.50
F29 Retaliator	17.50
Fantasy World Dizzy	6.99
Fast Food	6.99
Federation Of Fred Traders	9.99
Final Fight (New)	17.50
Final Whistle	8.99
Flight Of The Intruder (New)	24.99
Flimbo's Quest (Special Offer)	6.99
Flintstones	7.99
Flood	9.99
Football Director 2 (New Version)	17.50
Football Manager 2 + Exp Kit	9.99
Footballer Of The Year 2 (New Price)	7.99
Formula One Grand Prix	4.99
Fun School 3 (Under 5)	17.50
Fun School 3 (5-7)	17.50
Fun School 3 (7+)	17.50
Garfield Winters Tail (Special Offer)	9.99
Gary Lineker's Hotshots	7.99
Gausslet 2	7.99
Geisha	17.50
Ghosts And Goblins 2 (New Price)	7.99
Go	17.50
Gods	17.50
Golden Age	17.50
Hard Drivin' (Special Offer)	6.99
Hard Drivin' 2 (Special Offer)	9.99
Head Over Heels (New)	7.99
Hero Quest	17.50
Hero Quest Data Disc (New)	10.99
Hitch Hikers Guide To The Galaxy	9.99
Hunter (New)	21.50
I Play 3-D Snooker	17.50
Impossible (New Price)	7.99
Indiana Jones Adventure + Hint Book	12.99
Indiana Jones Last Crusade (New Price)	7.99
International Karate +	7.99
Jack Nicklaus Golf	17.50
James Pond (Special Offer)	9.99
Kick Off + Extra Time	7.99
Kick Off 2	13.99
Kick Off 2 Final Whistle	8.99
Kick Off 2 Return To Europe (New)	7.99
Kick Off 2 Winning Tactics	7.99
Kid Gloves (New Price)	7.99
King Of Chicago	8.99
Kiss (New Price)	7.99
Last Ninja 2	7.99
Leather Goddesses of Phobos	9.99
L.E.D. Storm	7.99
Lemmings	17.50
Life And Death	17.50

Little Pull	6.99
Logical	13.99
Lombard F.A.C. Rally	7.99
Lords Of Chaos	17.50
Lotus Esprit Turbo Challenge	17.50
M1 Tank Platoon	21.50
Magic Pockets (New)	17.50
Manchester United	13.99
Man. United Europe (New)	17.50
Masquely Island (New)	21.50
Mega Traveller 1	21.50
Menace (New Price)	7.99
Midwinter 2 (Flames Of Freedom)	24.99
Moonwalker	7.99
Mr Do Run Run (Special Offer)	6.99
Multi Player Soccer Manager	17.50
Never Mind (Special Offer)	5.99
New Zealand Story (New Price)	7.99
Ninja Fubbits	6.99
North And South	7.99
Operation Wolf	7.99
Oriental Games (Special Offer)	6.99
Pac-Mania (Special Offer)	6.99
Panzer Kick Boxing	17.50
Player Manager	13.99
Populous And Sim City	21.50
Powerdrift (New Price)	7.99
Powermonger	21.50
Predator	7.99
Prehistorik	17.50
Pro Boxing Sim	7.99
Pro Tennis Tour 2	17.50
Proflight	27.99
Question Of Sport	6.99
R.B.L.2	21.50
R-Type	7.99
R-Type 2 (New)	17.50
Railroad Tycoon (1 Meg) (New)	24.99
Robin Smith's International Cricket	17.50
Robocop 2	17.50
Rock Star Aka My Hamster	4.99
Rocket Ranger	9.99
Rodland (New)	17.50
Run The Gauntlet	7.99
Scorpy Doo And Scrappy Doo (New)	7.99
Secret Of Monkey Island (1 Meg)	21.50
Shadow Of The Beast (New Price)	7.99
Sherman M4	7.99
Shinobi (New Price)	7.99
Shoot 'Em Construction Kit	9.99
Shufflepuck Cafe (New Price)	7.99
Simbad And The Throne Of The Falcon	9.99
Sim City And Populous	21.50
Sim City Terrain Editor	10.99
Skidz (New Price)	7.99
Snowstrike (Special Offer)	6.99
Speedball	9.99
Speedball 2	17.50
Spindizzy Worlds	17.50
Sporting Triangles	13.99
Steve Davis Snooker	9.99
Striker Manager (New)	17.50
Stryx (New Price)	7.99
Supercars	7.99
Super Hang-On	7.99
Super Cars 2	17.50
Super Monaco G.P.	17.50
Switch Blade	7.99
Teenage Mutant Hero Turtles (New Price)	6.99
Tennis Cup	7.99
Terminator 2 (New)	17.50
Travis	13.99
Their Finest Hour	21.50
Their Finest Moments (New)	10.99
Thunder Hawk (New)	21.50
Thunderjaws (New)	17.50
Tok	17.50
Toolin	7.99
Tournament Golf	13.99
Treasure Island Dizzy	4.99
Treble Champions	6.99
Travis Pursuit	13.99
Turbo Outrun (New Price)	7.99
Turf Farm System 8 Pools And Racing Predictor	9.99
Turkian (Special Offer)	7.99
Turkian 2	17.50
TV Sports Football (New Price)	9.99
Typhoon Thompson (New Price)	7.99
Ultima 5	21.50
Ultima 5	13.99
Wacky Darts	6.99
Wacky Races (New)	7.99
War Warrior (New)	17.50
War Zone	13.99
Waterloo (New Price)	9.99
Winning Tactics	7.99
Wishbringer (Infocom)	9.99
Wonderland	21.50
World Championship Boxing Manager	13.99
World Class Leaderboard	7.99
X-Out (Special Offer)	6.99
Xenon	7.99
Xenon 2	9.99
Xybots	7.99
Zak McKracken Adventure + Hint Book	9.99
Zark 1 Or 2 Or 3	9.99

**ARM AND SEASUPREMACY**  
Steel Service, Gunship, Wings, Carrier Command and P47 Thunderbolt  
21.50

**QUEST AND GLORY**  
Midwinter, Cadaver, G.A.T., Iron Lord and Bloodwych  
21.50

**THE TOP LEAGUE**  
Speedball 2, Rick Dangerous 2, Falcon, Midwinter and T.V. Sports Football  
21.50

**SUPER SIM PACK**  
International 3-D Tennis, Italy 1990, Crazy Cars 2 and Airborne Ranger  
21.50

**MAGNETIC SCROLLS**  
Fish, Corruption and Guild Of Thieves  
21.50

**GHANDSTANO**  
World Class Leaderboard, pro Tennis Tour Continental, Groux and Gazza's Super Soccer  
21.50

**ADDICTED TO FUN**  
Bubble Bobble, Rainbow Island and New Zealand Story  
13.99

**VIRTUAL REALITY VOL 2**  
Sentinel, Virus, Weird Dreams, Resolution 101 and Transcendence  
21.50

**HANNA BARBERA CARTOON COLLECTION**  
Yogi's Great Escape, Hong Kong Phooey, Ruff and Reddy and Beverly Hills Cats  
13.99

**WINNING FIVE**  
Iron Lord, Night Hunter, Twin World, Puffy's Saga and Sir Fred  
21.50

**MAGNUM**  
R.V.F. Honda, Oriental Games, Satan After The War and Pro Tennis Tour  
17.50

**VIRTUAL REALITY VOL 1**  
Midwinter, Carrier Command, Stunt Car Racer, Starglider 2, International Soccer Challenge  
21.50

**3 1/2 40 PIECE DISC BOX** 6.99  
**3 1/2 80 PIECE DISC BOX** 7.99  
**3 1/2 120 PIECE DISC BOX** 9.99

**3.5 inch DOUBLE SIDED, DOUBLE DENSITY WITH LABELS 1** 0.59  
**10** 5.50  
**25** 12.50

**MOUSEMATS** 2.99

**STAGE EXTENSION LEADS** 5.99

**SQUIKMOUSE** 14.99

**3 1/2 40 PIECE DISC BOX** 6.99

**3 1/2 80 PIECE DISC BOX** 7.99

**3 1/2 120 PIECE DISC BOX** 9.99

**3.5 inch DOUBLE SIDED, DOUBLE DENSITY WITH LABELS 1** 0.59

**10** 5.50

**25** 12.50

**MOUSEMATS** 2.99

**STAGE EXTENSION LEADS** 5.99

**SQUIKMOUSE** 14.99

**3 1/2 40 PIECE DISC BOX** 6.99

**3 1/2 80 PIECE DISC BOX** 7.99

**3 1/2 120 PIECE DISC BOX** 9.99

**3.5 inch DOUBLE SIDED, DOUBLE DENSITY WITH LABELS 1** 0.59

**VIRTUAL WORLDS**  
Orion, Total Eclipse, The Crypt and Casino Master  
21.50

**T.N.T.**  
Hard Drivin, Toolin, A.P.B., Xybots and Dragon Spirit  
17.50

**POWER UP**  
Rainbow Islands, Turrican Chase H.Q. X-out and Alien Breed  
21.50

**CLASSIC 4 (RENAISSANCE)**  
Invaders, Asteroids, Galaxian and Centipede  
7.99

**FIST OF FURY**  
Double Dragon 2, Ninja Warriors, Shinobi and Dynamite Duo  
21.50

**SPORTING WINNERS**  
Daily Double Horse Racing, Steve Davis Snooker and Brian Clough's Football Fortunes  
17.50

**SPORTING GOLD**  
California Games, The Games Winter and Summer Edition  
21.50

**SOCCER MANIA**  
Football Manager 2, Microprose Soccer, Football Manager World Cup Edition and Gazza's Super Soccer  
17.50

**HOLLYWOOD COLLECTION**  
Robocop, Ghostbusters 2, Batman The Movie and Indiana Jones Last Crusade  
21.50

**THRILLTIME PLATINUM VOL 3**  
Buggy Boy, Brentjack, Space Harrier, Live and Let Die, Thundercats, Beyond The Ice Palace And Battleships  
17.50 (NOT STE COMPATIBLE)

**HUNT BOOKS**  
Bards Tale 1 or 2 or 3 5.00  
Buck Rogers 7.99  
Champions Of Krynn 7.99  
Colonels Bequest 6.99  
Conquest Of Camelot 8.99  
Curses Of Azure Bonds 7.99  
Dragons Of Flame 4.00  
Dungeon Master 9.99  
Elvira 4.99  
Eye Of The Beholder 7.99  
Heroes Of The Lance 4.00  
Heroes Quest 8.99  
Hitler 7.99  
Indiana Jones The Adventure 4.99  
Kings Quest 1 or 2 or 3 or 4 or 5 8.99  
Leisure Suit Larry 1 or 2 or 3 8.99  
Loom 5.00  
Manhunter In San Francisco 6.99  
Night And Magic 2 5.99  
Monkey Island 5.99  
Police Quest 2 6.99  
Pool Of Radiance 7.99  
Powermonger 7.50  
Quest For Glory 2 7.99  
Rise Of The Dragon 7.99  
Savage Empire 5.99  
Secret Of The Silver Blades 7.99  
Space Quest 1 or 2 or 3 8.99  
Starflight 1 or 2 5.00  
Ultima 5 or 6 5.99

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

Hints and tips for 40 titles including:  
Codenamed Iceman, Future Wars, Hound Of Shadow, Indiana Jones, Leisure Suit Larry 3, Loom, Manhunter In San Francisco, Police Quest 2, Space Quest 3, Battle Tech, Champions Of Krynn Etc. Etc.

**ORDER FORM AND INFORMATION**  
All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:  
Software City Unit 4, Business Development Centre, 21 Temple Street, Wolverhampton, WV2 4AN

**ORDER FORM (BLOCK CAPITALS)**

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_ Tel no \_\_\_\_\_

Name of Game \_\_\_\_\_

Comments \_\_\_\_\_

Value \_\_\_\_\_

Postage \_\_\_\_\_

Total \_\_\_\_\_

POSTAGE RATES: Please add 50p for post and packaging on all orders under £5.00 EEC countries and £1 per item. Non EEC add £2 per item.

PAYING BY CHEQUE - Cheques payable to Software City.

Card Type \_\_\_\_\_ Expiry Date \_\_\_\_\_

Signature \_\_\_\_\_

Date \_\_\_\_\_

EUROPEAN ORDERS  
MASTERCARD  
EUROCARD ACCEPTED ONE 11/91



# BRIAN NESBITT'S PLAYERS GUIDE

Having trouble getting your balls into the correct holes? Does your cue keep slipping? Archer Maclean offers some help.

## JIMMY WHITE'S WHIRLWIND SNOOKER

Photo: Margal Bourlet



THE BEST WAY OF IMPROVING your snooker is to buy a book or video of snooker tips. The best way of getting to grips with Archer Maclean's 3D spectacular is to apply some of these handy hints.

These tips aren't designed to help you win every game (although there is a cheat which allows you to score 147 every time, we'll print that at a later date). What Archer has kindly done is to highlight some areas of the game you might have missed.

That said, these should still improve your game — there are, after all, a staggering 164,000,000 possible shots, an accuracy of up to a sixty-fourth of a degree, 88 levels of power and 31 different spin combinations. Anything that can help you out with all that can't be too bad, can it?

### CHALK

If you are hitting a straight shot, with no spin at all, you don't need any chalk. The more spin you apply to the cue ball, the more chalk you need. As a general rule, chalking your cue three times is safe for almost any shot.

### AIMING

To get the computer to pot any ball automatically, turn on both view lines and touch the ball of your choice with the right mouse button. If the shot is possible, it will set both the angle and the cue power correctly. If you're not sure which shot to go for, click on the question mark icon with the right mouse button: the computer will then work out the best shot to take and set it up.

In a normal game you can't get the

computer to take your shot without going through a long process. When there's a tricky shot to be played, save your game to disk then load it into the Trick Shot Editor. Ask the computer to play the shot and watch. Then repeat the process as closely as possible when you re-load the game.

Alternatively, you could turn on the two view lines and click on the desired ball with the right mouse button. This will line up the shot dead centre, from where you can adjust the angle slightly left or right, depending on the shot. Naturally, the overhead view is the best to use for this.

When starting a normal game the computer usually sets up the best opening shot for you. Just set the power and spin and away you go.

### CAMERA TRICKS

Not many people have realised (despite it being mentioned numerous times) that after you've taken a shot the camera can follow the balls around the table. A quick recap. After clicking on the Trick Shot icon: Hold down the left mouse button to follow both the cue ball and the first ball hit. Hold down the right mouse button to follow the angle of the cue ball. Hold down both mouse buttons to follow the angle of the first ball hit. Hold down left mouse button on the Goto Cue Ball icon to follow directly behind the cue ball.

### TRICK SHOTS

To complete a trick shot (or to see if you can stump the computer), simply set up any layout and go to the demo mode, starting from that layout. You can then watch the computer play the shot (if it's possible).

A word of warning. If all the colours aren't on the table the computer will probably set them up anyway. If you have a red on the table it will set up every colour, but if you only have a blue and a black it will also set up the pink (thinking that you want the last three colours).

It is possible to save layouts to a separate disk (possibly to challenge a friend with). Go into the Disk Features menu and save the current game (or layout) to disk. When this happens, the computer loads in all the current layouts on the disk, so just swap the disk for a spare one, select an empty slot and save the game. All the layouts will now be copied to this disk which you can give to a friend (and Archer Maclean says it's okay to do this, just don't copy the game itself because that is illegal).

One more thing. When loading a game hold down the left mouse button as you move the pointer up and down the saved games. You'll be able to see each layout, making your game selection easier.





# Where can you buy the Amiga and ST Games you have always dreamt of . . . **AT DISCOUNT PRICES?**

## **SURREY**

The Games Room  
Unit 15, Inshops,  
Epsom Market Hall,  
High Street, Epsom,  
Surrey KT19 8TX  
Tel: 0372 74465  
Tue-Sat 9am-5.30pm

## **WEST LONDON**

Computer Games  
309 Goldhawk Road,  
London W12 8EZ  
Tel: 081 741 9050  
Mon-Sat 10am-8pm  
(nearest tube: Stamford Brook)

## **EAST LONDON**

Computer Shopping World  
259 High Street,  
Walthamstow,  
London E17 7BL  
Tel: 081 503 6633  
Mon-Sat 9am-5pm

## **TITLES STOCKED INCLUDE:**

Manchester United Europe,  
F15 Strike Eagle 2,  
Monkey Island, Hero Quest,  
Pro Tennis Tour 2, Lemmings,  
Eye of the Beholder,  
Thunder Hawk, Gods,  
Virtual Worlds, PGA Tour Golf,  
Mercs, RBI 2,  
Cruise for a Corpse,  
and many, many more . . . .

## **CAMBS/EAST ANGLIA**

M.V.L.  
White Hart Buildings,  
Nene Parade, March,  
North Cambs PE 15 8PH  
Tel: 0354 56433  
Mon-Sat 9am-10pm

## **ESSEX**

Thatz Entertainment  
Unit 33,  
Romford Shopping Hall,  
Market Place,  
Romford RM1 3AB  
Tel: 0708 744338  
Mon-Sat 9am-5pm 1/2 day Thurs

## **ESSEX**

Thatz Entertainment  
Unit 619, Pavillion Building,  
Lakeside Shopping Centre,  
West Thurrock, Grays.  
Tel: 0708 890800  
Mon-Sat 9.30am-8pm

## **ESSEX**

Video Screen Computer Games  
205 St. Mary's Lane,  
Upminster,  
Essex RM14 3BU  
Tel: 0708 640500  
Mon-Sat 10am-6pm

# **Call or Visit these Local Retailers Now!**

A FURTHER £1 Discount on Amiga and ST  
Games and Peripherals for all personal callers  
who bring a copy of this advertisement



# BRIAN NESBITT'S CONTACTS

**"How do you use a Contact, Brian?" is another question that I'm regularly asked. My answer? Like a piece of tissue paper, I use them once and throw them away. "No," comes the response, "I mean, how do I use a Contact?" The method that has proven to be most popular is the British postal service. Yes, for the price of a stamped address envelope you can receive the answer to your most difficult dilemmas and pertinent posers. "What about the phone?" Use it if you must, but only if necessary, as the phone is a vital piece of modern communication and not to be taken lightly.**

## WARNING!!

IT IS INCREDIBLY IMPORTANT that you get your parents' permission before you send us your address and telephone number. I mean, what if there was a major accident in your home and just as you were racing to phone 999, Cedric Blenkinsop phones up with a query about *Cruise for A Corpse*? What would you do then? Remember, think once, think twice, think get your parents' permission.

**NAME:** James Judge  
**ADDRESS:** 33 Chidley Cross Road, East Peckham, Kent, TN12 5BX  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Dragon Breath, Fantasy World Dizzy, Indiana Jones and the Last Crusade, Infestation, The Killing Cloud, Lemmings, Midnight Resistance, Strider 2, Super Cars 2, Treasure Island Dizzy.

**NAME:** Craig Woodcock  
**ADDRESS:** 91 Pool Farm Road, Acock's Green, Birmingham, B27 7HA  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Atomic Robokid, Atomino, Atomix, Barbarian, Back to the Future 2 & 3, Black Tiger, Blood Money, Blood Wych, Brat, Chase H.Q., Chips Challenge, Continental Circus, Dark Side, Double Dragon 2, Dragon Spirit, Enchanted Land, E-Motion, Flood, Gazza 2, Gemini Wing, Golden Axe, Horror Zombies from the Crypt, James Pond, Kick Off 2, Killing Cloud, Line of Fire, Lotus Esprit Turbo Challenge, Midwinter, Narc, Nitro, Ninja Warriors, Operation Thunderbolt, Outrun, Pipemania, Rambo 3, R-Type, Robocop, Robocop 2, Shinobi, Sim City, Supercars 2, Swiv, Teenage Mutant Ninja Turtles, Time Machine, Turrican 2, Total Recall, Toyota Celica Rally, Treasure Island Dizzy, The Viking Child, Z-Out.

**NAME:** Paul Watson  
**ADDRESS:** 15 Primrose Close, Convey Island, Essex, SS8 9YV  
**TELEPHONE:** (0268) 690772  
**TIMES:** Weekdays 6-8pm  
**GAMES:** Altered Beast, Archipelago, Badlands, Barbarian (PSX), Barbarian 2, Batman: Caped Crusader, Batman - Movie, Black Tiger, Blood Money, Cadaver, Carrier Command, Chase H.Q. 1 & 2, Defender of the Crown, Dungeon Master, E-Swat, Flood, Ghostbusters 2, Ghouls 'n' Ghosts, Golden Axe, IK+, Indy 3 - Action and Adventure, Lemmings, Lost Patrol, Lotus Turbo Esprit, Midwinter 1 & 2, Narc, New Zealand Story, Ninja Warriors, Operation Thunderbolt, Populous, Red Heat, Rick Dangerous 1 & 2, RoboCop 1 & 2, R-Type, Shadow of the Beast, Shadow Warriors, Shinobi, Sim City, Space Ace, Space Quest 3.

Speedball, Strider 1 & 2, Teenage Mutant Hero Turtles, Untouchables, Xenon 1 & 2.

**NAME:** Jim Mentesh  
**ADDRESS:** 95 Hillcrest Road, Bromley, Kent, BR1 4SA  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Barbarian, Beach Valley, Cabal, Carv Up, Chips Challenge, Chuck Rock, Darkman, Double Dragon, Dragon Breed, Dynamite Dux, Dynasty Wars, Flood, Ghouls 'n' Ghosts, Ghosts 'n' Goblins, Ivanhoe, Ivan Stewart's Super Off Road Racers, Last Ninja 1 & 2, Line of Fire, Mercs, Midnight Resistance, Navy Seals, Operation Thunderbolt, Outrun, Predator 1 & 2, Rick Dangerous 2, RoboCop 1 & 2, R-Type, Silk Worm, Simulacra, Sly Spy, Street Fighter, Switchblade 2, Teenage Mutant Hero Turtles, Time Machine, Total Recall, Treasure Island Dizzy, Turrican 1 & 2.

**NAME:** Tony Blow  
**ADDRESS:** 10 Plumtree Road, Sproatley, Hull, North Humberside, HU11 4XL  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** After the War, Axel's Magic Hammer, Backlash, Barbarian (Palace), Barbarian (Psychosis), Chase H.Q., Double Dragon, E-Motion, Enduro Racer, Exolon, Flood, Gauntlet 2, Ghouls 'n' Ghosts, Golden Axe, Hard Drivin' 1 & 2, IK+, Impassable, Kid Gloves, Lemmings, Monty Python, Outrun, Pacmania, Paperboy, Power Drift, RoboCop 1 & 2, Sidewinder, Silk Worm, Space Harrier, Speedball 2, Strider 1 & 2, Supercars 1 & 2, Super Wonderboy, Turrican 2, UN Squadron, Xenon 2.

**NAME:** Les Allman  
**ADDRESS:** 116 Newland Crescent, Hellesdon, Norwich, Norfolk, NR6 5QE  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Black Tiger, Cadaver, Captive, Chaos Strike Back, Conquest, Damocles, Elvira, Flood, Future Wars, Gods, Gravity, Hero's Quest, The Immortal, Infestation, Killing Cloud, Last Ninja 2, Laser Squad, Leisure Suit Larry, Lemmings, Life and Death, Lords of Chaos, Midwinter 1 & 2, Operation Stealth, Rainbow Islands, Secret of Monkey Island,

Space Ace, Space Quest 4, Spherical, Super Cars 2, Switchblade 1 & 2, Treasure Trap.

**NAME:** Justin Passmore  
**ADDRESS:** 280 Silverdale Road, Reading, Berkshire, RG6 2NU  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Afterburner, Beyond the Ice Palace, Buggy Boy, Carrier Command, Chopper X, Dan Dare 3, Double Dragon, Golden Axe, Grimble, Hacker 2, Hardball, IK+, Ikari Warriors, Interphase, Italy 1990, North and South, Outrun, Pipemania, Projectyle, Shadow Warriors, Skate Tribe, Speedball, Starquake, Star Wars, Summer Olympiad, Test Drive, Trantor, TV Sports Football, Voyager, Welltris, Xenon 1 & 2.

**NAME:** James Stallard  
**ADDRESS:** 149 Pound Bank Road, Malvern, Worcs. WR14 2PA  
**TELEPHONE:** (0684) 564942  
**TIMES:** 5.30 pm to 6.30 pm  
**GAMES:** Bomb Jack, Bombuzal, Carrier Command, Castle Master, Hard Drivin', Infestation, Lombard RAC Rally, North and South, Out Run, Robocop 2, Shadow of the Beast, Speed Ball 2, Super Hang-on, Super Sprint, Teenage Mutant Hero Turtles, TV Sports Football, Warhead.

**NAME:** Gareth Burley  
**ADDRESS:** 1 Marewood Gardens, Thorpe Road, Longthorpe, Peterborough, Cambs. PE3 6NF  
**TELEPHONE:** n/a  
**TIMES:** n/a  
**GAMES:** Balance of Power, Bard's Tale 1, Cadaver, Captive, Carrier Command, Castle Master, Chips Challenge, Codename Kaman, Conqueror, Damocles, Dragon's Breath, Elite, Fantasy World Dizzy, Federation of Free Traders, Final Battle, Imperium, Indiana Jones (adventure), Infestation, Killing Cloud, Lemmings, Light Corridor, Magic Fly, Mean Streets, Midnight Resistance, Midwinter, Millennium 2.2, Night Breed, Ninja Remix, Operation Stealth, Populous, Powermonger, The Secret of Monkey Island, Shadow of the Beast, Spindizzy Worlds, Stunt Car Racer, Supremacy, Time Machine, Treasure Island Dizzy, Warhead.

If you are going to use a Contact, then please follow these two guidelines:

1. Respect the times printed. There's nothing worse than just drifting off to sleep at night when the phone rings (and contrary to popular belief, sensible times only does not mean three in the morning).

2. Please send an S.A.E. for written queries. What's that you say? You want to be a Contact? Well, look no further. No other magazine offers you the chance to be a driving force in the fight against stuck gamers. Where else do you get the chance to meet hundreds of interesting people of all shapes and sizes? You just send us a list of all the

games that you've completed (using the style below) and we'll see what we can do about making you, yes you, a Contact.

**Name:**

**Address:**

**Telephone Number:**

**Times To Call:**

**List Of Games Completed (in alphabetical order):**

To give you something to do when the phone eventually stops ringing, we'll send you a free piece of software from our vast coffers. Send everything to:

**ST Contacts, The One For ST Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**





## IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Dept. X, Brook House, Torrington Place, London WC1E 7HN.



This space is donated in the interests of high standards in advertisements

## GUIDING LIGHT COMPUTER HELPLINES

FOR CHEATS, TIPS AND POKES ON ALL  
COMPUTER AND CONSOLE GAMES. RING:-

DIAL-A-TIP CHEATLINE	0898 101 234
TONY TAKOUSHI CONSOLE LINE	0898 299 390
NEWS, TRICKS, TIPS FOR AMIGA	0898 299 385
AMIGA GAMESTIPS	0898 299 386
ATARI S.T. GAMESTIPS	0898 299 387
MEGATIP GAMESLINE	0898 299 388
CONSOLE GAMESTIPS	0898 299 380
SAM COUPE HOTLINE	0898 299 380
MEL CROUCHER'S FUNLINE	0898 299 399
ALL FORMATS COMPUTER FAIRS NEWSLINE	0898 299 389
IRELAND DIAL-A-TIP	03000 212 44
INFERNO ADVENTURE GAME	0898 442 777

### HELP ON SPECIFIC GAMES ALSO AVAILABLE:-

SHADOW OF THE BEAST II	0898 442 022
HEROES OF THE LANCE	0898 442 025
EYE OF BEHOLDER/SILVER BLADES	0898 442 030
POOL OF RADIANCE/AZURE BONDS/KRYNN	0898 442 026
FOR A COMPLETE LIST OF SERVICES RING	0898 445 904

ALL MESSAGES CHANGED WEEKLY!

PROPRIETOR:- JACQUELINE WRIGHT, P.O. BOX 54, S.W. MANCHESTER  
M15 4LS

CALLS CHARGED AT 36p PER MIN 'CHEAP RATE' AND 48p PER MIN  
AT ALL OTHER TIMES



## TOMB OF DEATH

CAN YOU SURVIVE IN THE DARK LABYRINTH  
DEFEAT THE DEMONS, GHOULES & ZOMBIES!  
OUTWIT THE CUNNING WITCHES & ACHIEVE  
RICHES BEYOND YOUR WILDEST DREAMS!

0898 771 956

C.I.C. Marketing, PO Box 1650, B1 1AA.  
Calls cost 34p/min cheap, 45p/min other times.

## REPAIRS

Atari/Commodore repairs & upgrades  
Competitive rates, no fixed charge.

*Special Offer* -----

## F.M. MELODY MAKER

cartridge allows Atari to be used as  
stereo synth with midi

only £35 + £2 p&p (rrp £69.99)

**Greenwich Computers**

44 Malden Rd, London NW5 3HG  
Tel:- 071 284 4030 (Camden Town)



# BRIAN NESBITT'S PLAYERS GUIDE

# THUNDERAWK

**Shot down in flames by a Frogfoot? Hopping mad? Now you can get your own back thanks to Core's Mark Price, game designer and helicopter expert.**

**C**ORE'S FUTURISTIC HELICOPTER SIMULATION has topped the charts ever since its release a few months back and in that time has been the bane of many a frustrated chopper pilot's life. Despite sitting in the most technically advanced helicopter ever built, players have more often than not found themselves totalling the multi-million dollar aircraft.

But help is at hand from Mark Price, who has provided some useful advice for keeping your blades turning and your missiles firing...

Remember to fly low, usually between 40 and 100 feet as this keeps you below most of the Early Warning Radars. If you have to fly above 250 feet, make sure it's not for long – the more time you spend up there, the easier it is for radars to spot you and send out fighters to investigate.

For most missions you should use the Auto Weapons Selection. The only change that should be necessary is replacing FFARs with AGM 214 Firestorms. These are more accurate, although the Firestorms cannot lock on if your nose optics get damaged.

If you have any missions that require destroying enemy Early Warning Radar, use the 122L SMARM missiles. These are 'fire and forget' missiles that home in on any strong radar source. Just point the helicopter in the general direction of the target and raise the nose slightly before firing (this gives the SMARM a better chance of locking onto the strong signal). This can be achieved at long distances, so you don't even have to get within sight of the target to hit it.

Enemy fighters can be a bit of a pain, especially the SU-25 Frogfoot. This has a nasty habit of flying very low and firing a large amount of missiles before switching to its cannon. Use your chaff and flares until it runs out of missiles, then use an AIM-11 missile to knock it down (remember, these are fire-and-forget and extremely difficult to dodge). If you only have AIM-10 Cobra missiles the technique is different as it takes two to destroy one of these – and they can also be fooled by flares.

If you have run out of missiles and are taking hits from enemy fighters, fly around 30-60 feet above the ground as incoming fire is less effective at low altitudes.

## ENEMY WEAPONS

### Helicopters

THERE ARE TWO TYPES of attack helicopter you'll run into, the KA-136 Hokum and the Mil-24 Hind. The Hind is the most common and you'll find it is armed with both missiles and a cannon. It isn't very good at dodging missiles, so getting a lock with an AIM-11 will normally seal its fate.

The Hokum can out-turn and out-climb you, so the first thing you need to do when you locate one is to get a missile lock. Again, use AIM-11s as the Hokum cannot dodge these. If you have no missiles left, you're really in trouble, the only thing left is to blast it to bits with your cannon, though this isn't as easy as it sounds.

The best technique is to wait for it to stop dodging about before firing a short burst. The Hokum will climb to avoid your fire so apply full throttle to keep up with it as soon as you fire.

### Ground Units

THE BEST WEAPONS against ground units are AGM-214 Hellfires or FFARs. If you are bombing the target, you must always hit it dead centre, a little out and you'll miss. When using Mk81 bombs fly at least 250 feet above the ground, otherwise you'll probably be caught in the blast. With Mk82s you need to be at least 500 feet up.

## HIDE AND SEEK

TRY TO USE the terrain as the enemy can't fire through hills! They also dampen radar sources, forcing enemy helicopters to fly over hills to get at you.







## MISSILE DODGING

**LISTEN OUT** for the missile warning indicator. As soon as you hear it, check the display to find out whether it's a radar-guided or an infra-red missile (infra-reds are the most common). Launch the appropriate decoy (chaff for radar-guided and flares for infra-reds) and turn away from the missile if it's in front or behind you. Missiles fly in a straight line to their target, through anything that gets in their way – including you!

The on-board jamming systems should be used sparingly (usually if you've run out of decoys) as prolonged jamming makes you extremely visible to radar.

**MiG 29**



**SU 25**

## JETS VS ROTORS

**THE BEST TIME** to shoot at an enemy fighter is when it turns towards you. If a MiG 29 or an SU-25 is approaching from behind, let it pass, slow down and wait for it to turn towards you before locking on and firing. Don't forget to avoid any incoming fire.

Plane turns to fire



'Copter locks on and fires

Dodges incoming fire

Helicopter slows down





# What will you char



## Silent Service II

*A state-of-the-art simulation of submarines in World War II*

- The original Silent Service won "Simulation of the Year" honours in six nations on its release in 1985.
- The sequel updates the classic with the latest advances in sound,

graphics, and game design through original music and digitised speech, photo-realistic graphics and new campaign options.



## Railroad Tycoon

*Big business. Tough decisions. Driving ambition.*

- Make a fortune with your own Railroad enterprise, influencing the development of towns and dictating the fate of entire industries.

- Manage stock, search for new cargos and see off the competition in a world of opportunity, prestige and fame.



## Flames of Freedom

*The ultimate real-life role-playing challenge.*

- Undertake dangerous secret missions as an undercover agent inciting rebellion amongst enslaved islands.
- Interact with 4000 characters,

each with their own physique, psychology and looks, across a 3-D world of half a million square miles.



## F-15 Strike Eagle II

*Take control of the USAF's premier dogfighting and strike jet.*

- The fast flowing 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.
- Fast and furious excitement, hundreds

of missions which differ each time you fly them and all the high-tech gadgetry of air-to-air combat will have you flying again and again.



# MicroProse Simulation Software - You



# Change into tonight?



## MicroProse Designer Software.

From a wardrobe brimming with classics it can be difficult to make a choice. You can slip into something different every night.

Produced to the highest quality with rigorous attention to detail, the MicroProse software collection gives you experience after experience, time after time.

Become a naval commander, a millionaire tycoon, an international freedom fighter, and a Top Gun pilot. Worlds of opportunity, adventure and excitement.

Get into MicroProse software tonight and bring your computer to life.

For details of your local dealer or a free brochure write to:  
MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos.  
GL8 8LD. Tel 0666 504326

**MICRO PROSE**<sup>TM</sup>  
SIMULATION • SOFTWARE

# You're not properly dressed without it.



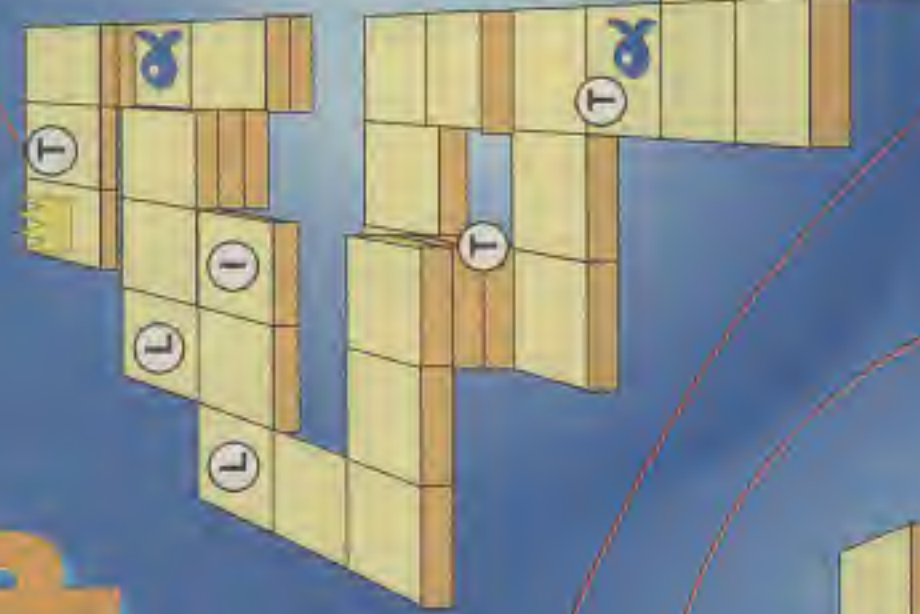


# HEAD OVER HEELS

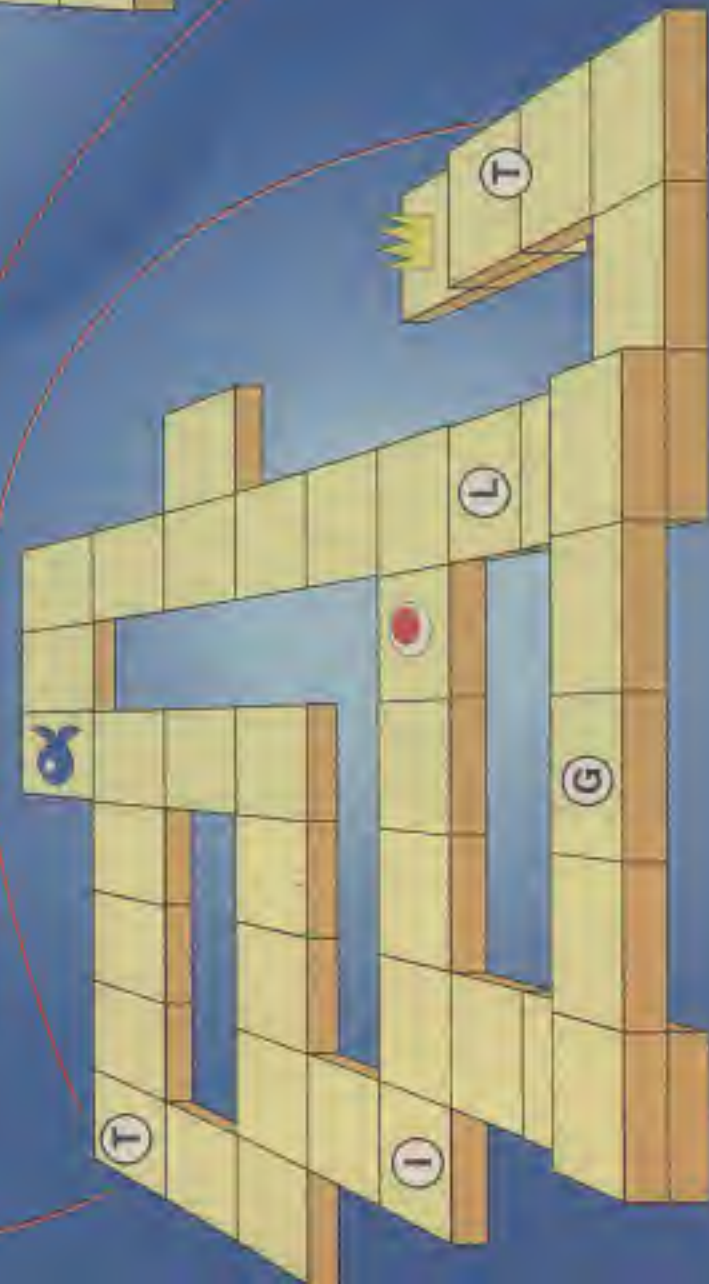
## THE MAP

Having trouble negotiating the Universe's most cuddly detecting duo around the Blacktooth Empire? Well worry no more, as this handy map should help you to reach into all those important little places.

**Egyptus**  
40 rooms



**Book World**  
45 rooms



**Safari**  
44 rooms



**Moonbase HQ**  
18 rooms









# BRIAN NESBITT'S HELPING HANDS

Problems with your **pistons**? Trouble with your **tracks**? Stuck with your **signal towers**? If Sid Meier has made your life miserable with his **locomotive classic**, read on.

# RAILROAD

## ON THE RIGHT TRACKS

Here are a few things to keep in mind as you build your line:

- Rivers are key factors in evaluating where to build initially and where to expand.

The cost of building bridges and the danger of washouts is significant. New York is a difficult location on the map, due largely to the layout of the rivers. Rivers are less troublesome in the western US since they tend to flow east-west more than north-south. England is least affected by rivers.

- Ferries can be a great way to do an end run around a competitor.

Build the ferry line around the blocking position, then run down to a city 'behind enemy lines'. Build a station with an engine house and you're ready to start a second railroad. Don't forget to tear up the ferry line to get a lot of your construction money back.

- Mountains are an issue in the eastern and western US.

In the eastern US you have to deal with the mountains early on (about one-third of the way across the map). Since you reach the mountains early, you tend to have weaker locomotives, which makes the mountains more of a problem. How you deal with the mountain question in the eastern US is often a make-or-break decision (especially if you're building on the northern half of the map).

In the western US you don't hit the mountains until you are two-thirds of the way across the map (assuming you're playing an east-to-west game). You have more time to build up cash for assaulting the mountains than in the eastern US.

Since the exact shape of the mountainous region varies from game to game, the location of optimal mountain passes changes each game. The outlines of the land, the rivers and the locations of cities remain the same in all four scenarios.

Railroad Tycoon is what you might call a gaming phenomenon. When it was released on the IBM PC, no one thought that a game revolving around trains would ever be popular, let alone sell. But sell it did, to the extent that there is now an official guide book to the game (if you want to have your own copy of *The Official Guide To Sid Meier's Railroad Tycoon*, turn to the news pages and enter our fabulous competition).

Below are a series of extracts from the guide designed to help make your footplate fantasies come true.

## A STEP-BY-STEP GUIDE TO WORKIN' ON THE RAILROAD

1. Start game in western USA, the easiest theatre.
2. Find two towns on the coast that are close together and have harbours.
3. Build the first station at the town you are most likely to build from again in the future. Then build the second station.
4. Select the Map Level (F2) so that you can see with ease what supplies needs to be picked up.
5. Build a train with one mail and one passenger car.
6. Once you have enough money, start to improve your stations with the following extras: post office, hotel, switching yard and restaurant.
7. Repeat steps 1-6 when developing new lines and stations.
8. When you can afford it, buy 10,000 shares of your own treasury stock. This helps to prevent other railroads from buying you out.
9. It's a good idea to build from coast to coast as you get a \$100,000 bonus for building a transcontinental railway.
10. If you do well enough to exceed your station limit and you find that you can't expand any more or your status stops increasing, try and take over an enemy railroad. This is not an easy task, but if you have enough money in the bank (five million should be enough) you can usually do it. The best railroad to take over is the one that hasn't bought much of its own stock - 20,000 shares at the most.
11. Buy-outs mean you have to be very fast and alert. Call your broker and buy 10,000 shares of your target's stock. As soon as you go back to the map, call the broker again and repeat the process until you have 60 per cent of his stock (make sure he doesn't have enough money to block you out). If he has to sell a £500,000 bond then you should be able to take him out.
12. Depending on the level of play you can take out two or three other railroads.
13. When you have done all of this you should be offered the top job for your theatre. In the unlikely event that this doesn't happen, you should start to make new railroads, build new stations and make union stations between your railroad and the railroads you have taken over.

## TRACK BUILDING TECHNIQUES

When laying track into a specific area such as a city or a river that has to be bridged, it's important to plan each square in advance so you gain the best combination of efficiency and economy with those builds.

Consequently, it's best to pause your track laying as you approach the area and study the lay of the land. Some people use graph paper to sketch a solution, but a better idea is to hit F10 to survey the area. A number will appear in the centre of each square. When

you move the cursor over these squares, the numbers will disappear. This way you can try various layouts until you find one that works.

There are some standard techniques to use when building Ys and main-line interchanges. A standard Y will require two signal towers (figure 1). A standard main-line interchange will require three signal towers (figure 2). A semi-double track (figure 3) is designed to be used by two trains that will travel at more or less the same speed.





# TYCOON

## MURDER ON THE ORIENT EXPRESS

Fancy building the most famous crime scene on wheels (apart from British Rail buffet prices)? The Orient Express has been running since 1870 and has been made famous in books such as *Lady Chatterley's Lover*, Graham Greene's *Stamboul Train* and, of course, Agatha Christie's *Murder On The Orient Express*. Here's how to build the real thing.

### The route of the Orient Express

1. Paris
2. Dole (2 squares southeast of Dijon)
3. Lausanne (Bern on the Railroad Tycoon map)
4. Milan
5. Verona (20 squares east and 2 squares south of Milan)
6. Venice (8 squares west of Trieste - on

- the coast)
7. Trieste
8. Zagreb
9. Vincovci (12 squares west and 2 squares north of Belgrade)
10. Belgrade
11. Crveni Krst (4 squares south east of Belgrade)
12. Sofia
13. Adrianople
14. Istanbul

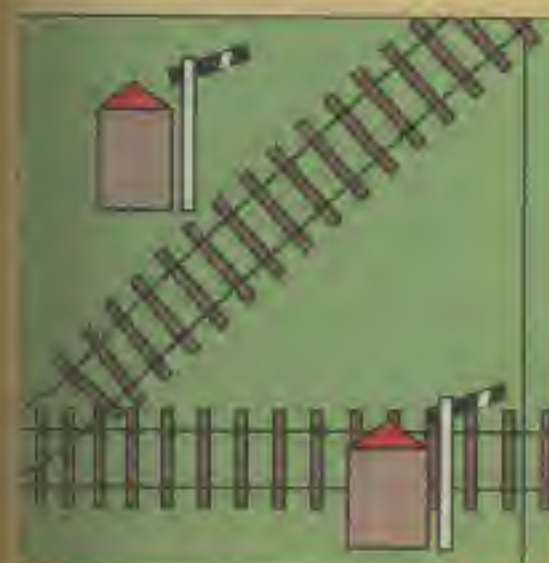


Figure 1

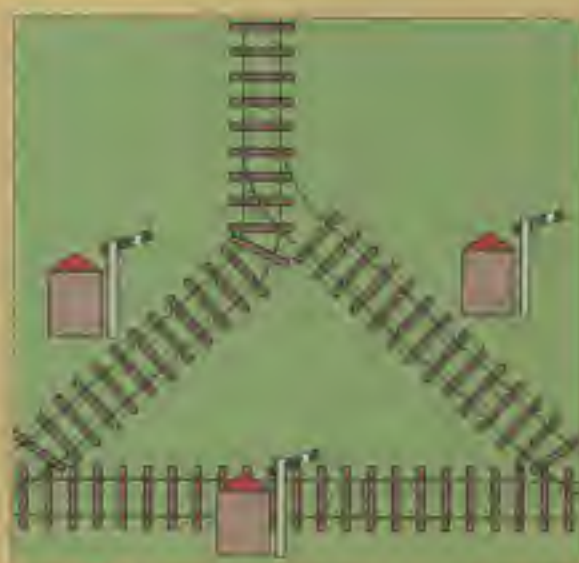


Figure 2



Figure 3

We wish to express our grateful thanks to MicroProse for allowing us to use extracts from *The Official Guide To Sid Meier's Railroad Tycoon* (Compute Books) by Russell Sipe. Remember, you can win yourself one of 25 copies by entering the competition in our news section.



# One for ST GAMES NEXT ISSUE!

The First Noel the  
angels did say,  
Was to certain Poor  
Shepherds in fields as  
they lay,

In fields as they lay,  
a-keeping their  
sheep,  
On a cold winter's  
night that was so  
deep...

"Sod this for a  
laugh," they said,  
"let's buy a copy of  
The One's Christmas  
issue and get the ST  
out!"

And so it came to  
pass that they  
purchased the  
December issue of  
The One for ST  
Games and lo, therein  
they did find...

Two (almost holy) trinities  
on the sneak preview  
disk...

**Double Dragon III**  
The return of the  
Brothers Lee!

**Robocop III**  
The metal man is back  
- in 3D!

Plus - an exclusive  
opportunity to bag a Philips  
CM8833II Stereo  
Colour Monitor...

## Plus!

HOW TO GET MORE OUT OF  
THE ATARI ST - than you  
ever thought possible...

PART TWO of our essential  
guide to owning your  
Atari ST.

**The One For ST Games will be available from all  
good newsagents on November 28th - Don't make  
your Christmas list without it!**



# CITIZEN

ALWAYS A GOOD IDEA

Silica presents some great offers on the award winning range of high quality matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and output. Our confidence in Citizen's quality is such that we are pleased to include a 2 year guarantee with every printer. Plus, if you buy a Citizen printer from us, we will give you the Silica Systems Printer Starter Kit (worth £29.38), FREE OF CHARGE!

## FREE DELIVERY

Next Day - Anywhere in the UK mainland

## FREE STARTER KIT

Worth £29.38 - With every Citizen printer from Silica.

## 2 YEAR WARRANTY

Silica offer a 2 year warranty (including the printer head) with every Citizen printer from Silica.

## WINDOWS 3.0

Free Windows 3.0 driver. Included with the Silica Starter Kit

## FREE COLOUR KITS

With every Swift 9, 9x, 24 or 24x printer.

## FREE HELPLINE

Technical support helpline open during office hours.

## MADE IN THE UK

Citizen printers are manufactured to high standards.

# DOT MATRIX & NOTEBOOK PRINTERS



## 9 PIN PRINTER

144 CPS 80 COLUMN

- Citizen 120D+ - 9 pin - 80 column
- 144cps Draft, 80cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- Full tractor & bottom feed
- FREE Silica Printer Starter Kit

RRP: £189  
STARTER KIT: £25  
TOTAL RRP: £214  
SAVING: £125  
SILICA PRICE: £129

The 120D is supplied with a parallel interface. If you require a serial interface instead, please state when placing your order.

**£129**

+VAT=£151.58 ref: PRI 2120

## NOTEBOOK PRINTER



**WORLD'S SMALLEST & LIGHTEST 48 NOTEBOOK PRINTER**

64 CPS 80 COLUMN

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- LASER QUALITY - 64cps
- 4K Printer Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM, NEC P6 & Citizen Emulations
- Powered From Mains, Battery or Car Adaptor
- FREE Silica Printer Starter Kit

RRP: £225  
STARTER KIT: £25  
TOTAL RRP: £250  
SAVING: £201  
SILICA PRICE: £249

**£249**

+VAT=£292.58 ref: PRI 2100

## 9 PIN PRINTERS



COLOUR

192 CPS 80 COLUMN

- Citizen Swift 9 - 9 pin - 80 column
- 192cps Draft, 48cps NLD
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £229  
COLOUR KIT: £25  
STARTER KIT: £25  
TOTAL RRP: £279  
SAVING: £113  
SILICA PRICE: £189

**£189**

+VAT=£222.03 ref: PRI 2201



COLOUR

192 CPS 136 COLUMN

- Citizen Swift 9x - 9 pin - 136 column
- 192cps Draft, 48cps NLD
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- A3 landscape printing - FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £259  
COLOUR KIT: £25  
STARTER KIT: £25  
TOTAL RRP: £309  
SAVING: £145  
SILICA PRICE: £249

**£249**

+VAT=£299.58 ref: PRI 2202

## 24 PIN PRINTERS



COLOUR

192 CPS 80 COLUMN

- Citizen Swift 24 - 24 pin - 80 column
- 192cps Draft, 64cps LD
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £289  
COLOUR KIT: £25  
STARTER KIT: £25  
TOTAL RRP: £339  
SAVING: £140  
SILICA PRICE: £259

**£259**

+VAT=£314.23 ref: PRI 2224



COLOUR

192 CPS 136 COLUMN

- Citizen Swift 24x - 24 pin - 136 column
- 192cps Draft, 64cps LD
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM and NEC P6 Emulation
- A3 landscape printing - FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £349  
COLOUR KIT: £25  
STARTER KIT: £25  
TOTAL RRP: £399  
SAVING: £150  
SILICA PRICE: £349

**£349**

+VAT=£410.03 ref: PRI 2274

## 24 PIN PRINTER



**24-PIN PRINTER ONLY £169!**

144 CPS 80 COLUMN

- Citizen 124D - 24 pin - 80 column
- 144cps Draft, 48cps LD
- 8K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- FREE Semi Automatic Cut Sheet Feeder
- FREE Silica Printer Starter Kit

RRP: £249  
CUT SHEET FEEDER: £40  
STARTER KIT: £25  
TOTAL RRP: £314  
SAVING: £145  
SILICA PRICE: £169

**£169**

+VAT=£198.56 ref: PRI 2474

## PRINTER ACCESSORIES

<b>SHEET FEEDERS</b>	<b>ORIGINAL RIBBONS</b>
PRA1200 1200+ ..... £171.38	RIB 3520 1200Swift 9 Black ..... £3.41
PRA1215 1200Swift 924 ..... £289.70	RIB 3849 Swift 9x Black ..... £7.15
PRA1225 1200Swift 924 ..... £42.50	RIB 3924 1200Swift 24 Black ..... £4.70
<b>SERIAL INTERFACES</b>	RIB 3935 Swift 924 Colour ..... £15.63
PRA1228 1200+ ..... £58.45	RIB 3245 PN48 Single 6x9x ..... £4.11
PRA1229 Swift 9x1240 ..... £82.25	RIB 3345 PN48 Multi 6x9x ..... £4.11
PRA1233 Swift 24 ..... £26.38	<b>COLOUR KITS</b>
<b>32K MEMORY EXPN</b>	PRA1236 Swift 924 ..... £38.65
PRA1238 1200Swift 24 ..... £13.10	PRA1240 Swift 9x24x ..... £44.15
<b>PRINTER STAND</b>	<b>PN48 ACCESSORIES</b>
PRA1242 1200Swift 924 ..... £24.83	PRA1145 PN48 Battery ..... £51.70
PRA1274 Swift 9x24x ..... £30.85	PRA1155 PN48 Cable Exp. E 79C ..... £7.90
	PRA1192 PN48 Car Adaptor ..... £7.90

All prices include VAT and Free delivery.

## SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a 'Same product - Same price' basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE  
**081-309 1111**

**SILICA SYSTEMS**

<b>MAIL ORDER:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
<b>SIDCUP SHOP:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8611
Opening Hours:	Mon-Sat 9.00am-6.30pm	Late Night: Friday until 7pm

## PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

Tel (Home): ..... Tel (Work): .....

Company Name (if applicable): .....

Which computer(s), if any, do you own? .....



# WRESTLEMANIA

WATCHA' CONNA DO  
WHEN THE LARGEST ARMS  
IN THE WORLD AND

**HULKAMANIA**™  
RUN WILD ON  
YOU?



TRADEMARK OF TITANSPORTS INC.  
© 1991 TITANSPORTS. HULKAMANIA™  
IS A TRADEMARK OF THE MARVEL  
ENTERTAINMENT GROUP  
ALL RIGHTS RESERVED



**ocean**

OCEAN SOFTWARE LTD . 6 CENTRAL ST . MANCHESTER . M2 5NS TEL: 061 427 5633 . FAX: 061 834 065

**SPECTRUM  
AMSTRAD**

**COMMODORE  
ATARI ST**

**IBM PC &  
COMPATIBLES**

**CBM AMIGA**